METAL GEAR SOLID

SCREENPLAY BOOK

SECTION 1

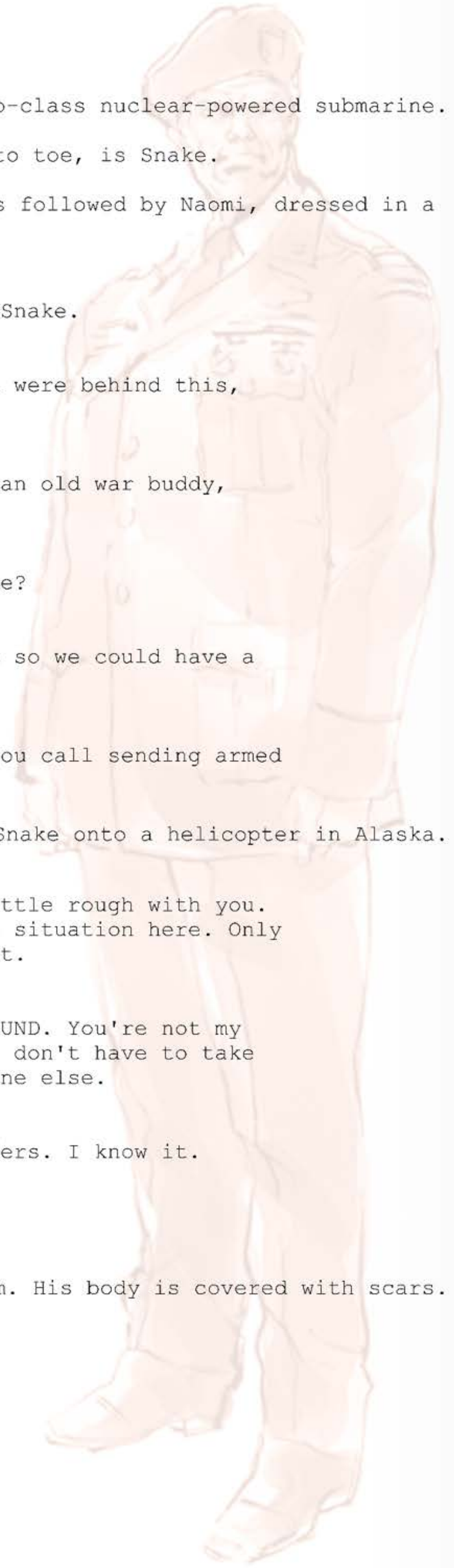
Briefing
– M1 Tank Battle

ブリーフィング～Ｍ１戦車戦

[Attention]
This Story Compendium was compiled using in-game story content that was still in development at the time,
so some content may differ from what actually appears in the game.
Any significant differences come with added notes that explain the change.
Additionally, please note that the compendium contains all of the story content within the game and therefore includes spoilers.
It is recommended that you finish the game before reading.

Briefing

File 0 - Mission Description



The cramped medical office of an Ohio-class nuclear-powered submarine.

Sitting on the bed, naked from head to toe, is Snake.

The door opens. Campbell enters. He's followed by Naomi, dressed in a lab coat.

CAMPBELL
It's been a long time, Snake.

SNAKE
I should have known you were behind this, Colonel.

CAMPBELL
That's no way to greet an old war buddy, Snake.

SNAKE
What do you want from me?

CAMPBELL
I just invited you here so we could have a talk.

SNAKE
Invited!? That's what you call sending armed soldiers after me?

Flashback: Shot of soldiers forcing Snake onto a helicopter in Alaska.

CAMPBELL
Sorry if they were a little rough with you. But we've got a serious situation here. Only you can get us out of it.

SNAKE
I'm retired from FOX-HOUND. You're not my commander anymore and I don't have to take orders from you or anyone else.

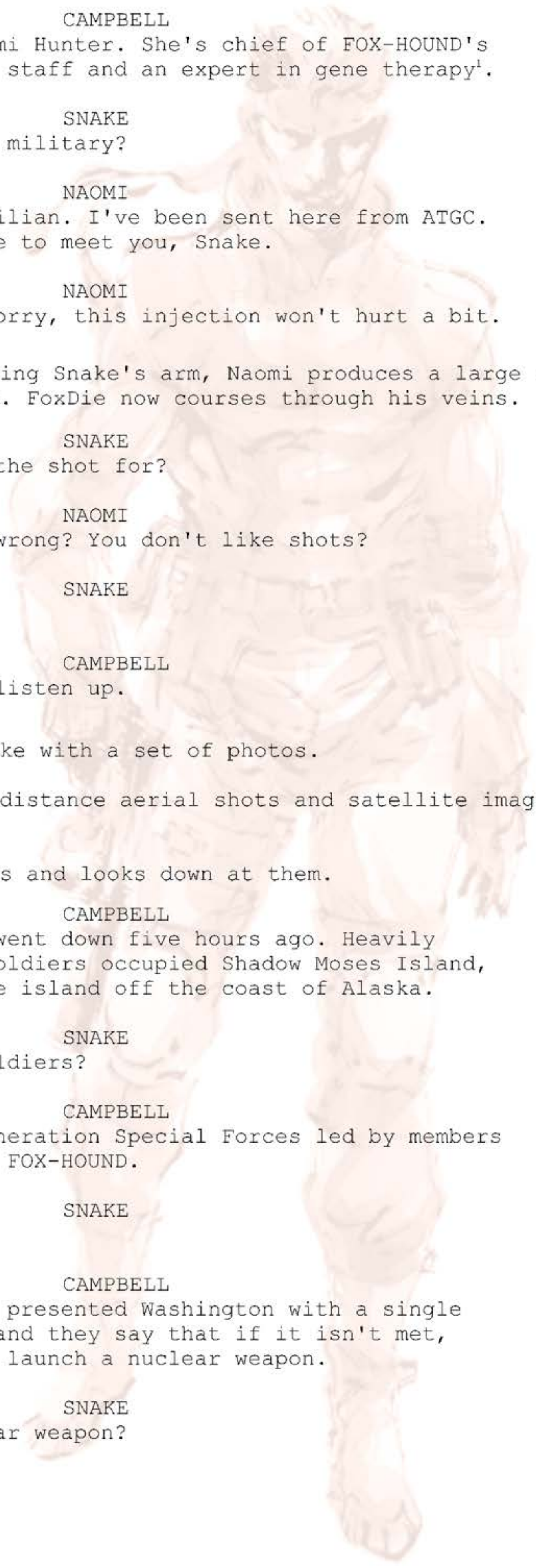
CAMPBELL
You will take these orders. I know it.

SNAKE
...

Naomi begins disinfecting Snake's arm. His body is covered with scars.

NAOMI
Excuse me...

SNAKE
Who's this?



CAMPBELL
Dr. Naomi Hunter. She's chief of FOX-HOUND's medical staff and an expert in gene therapy[1].

SNAKE
Are you military?

NAOMI
No, civilian. I've been sent here from ATGC. Pleasure to meet you, Snake.

NAOMI
Don't worry, this injection won't hurt a bit.

Having finished prepping Snake's arm, Naomi produces a large syringe and injects Snake with it. FoxDie now courses through his veins.

SNAKE
What's the shot for?

NAOMI
What's wrong? You don't like shots?

SNAKE
...?

CAMPBELL
Snake, listen up.

Campbell presents Snake with a set of photos.

They consist of long-distance aerial shots and satellite imagery of Shadow Moses Island.

Snake takes the photos and looks down at them.

CAMPBELL
It all went down five hours ago. Heavily armed soldiers occupied Shadow Moses Island, a remote island off the coast of Alaska.

SNAKE
What soldiers?

CAMPBELL
Next-Generation Special Forces led by members of Unit FOX-HOUND.

SNAKE
...

CAMPBELL
They've presented Washington with a single demand and they say that if it isn't met, they'll launch a nuclear weapon.

SNAKE
A nuclear weapon?

CAMPBELL
I'm afraid so. You see, the island is the site of a secret nuclear weapons disposal facility.

SNAKE
FOX-HOUND hijacking a nuclear weapon!?

CAMPBELL
Now you understand how serious the situation is.

CAMPBELL
You'll have two mission objectives. First, you're to rescue the DARPA[2] Chief, Donald Anderson, and the president of ArmsTech, Kenneth Baker. They're both being held as hostages.

SNAKE
Those are some heavy duty hostages.

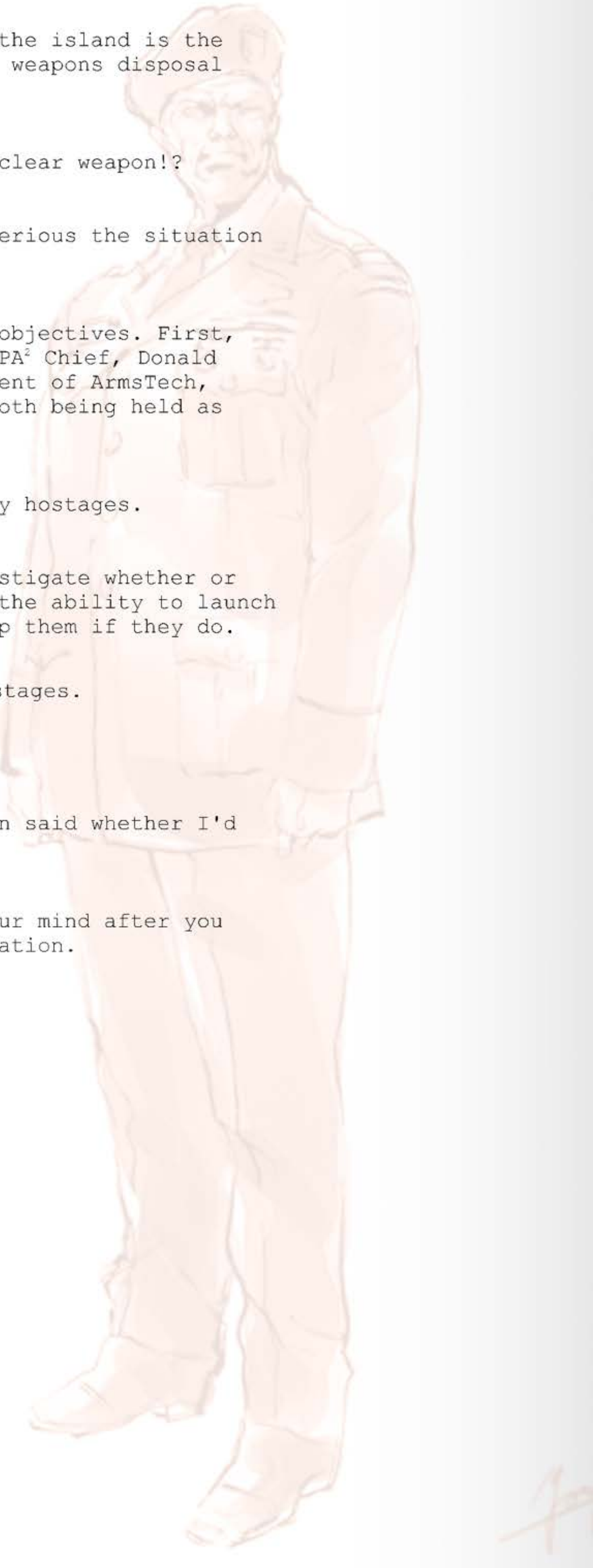
CAMPBELL
Secondly, you're to investigate whether or not the terrorists have the ability to launch a nuclear strike and stop them if they do.

Campbell shows Snake photos of the hostages.

CAMPBELL
Any questions, Snake?

SNAKE
Questions? I haven't even said whether I'd accept this mission.

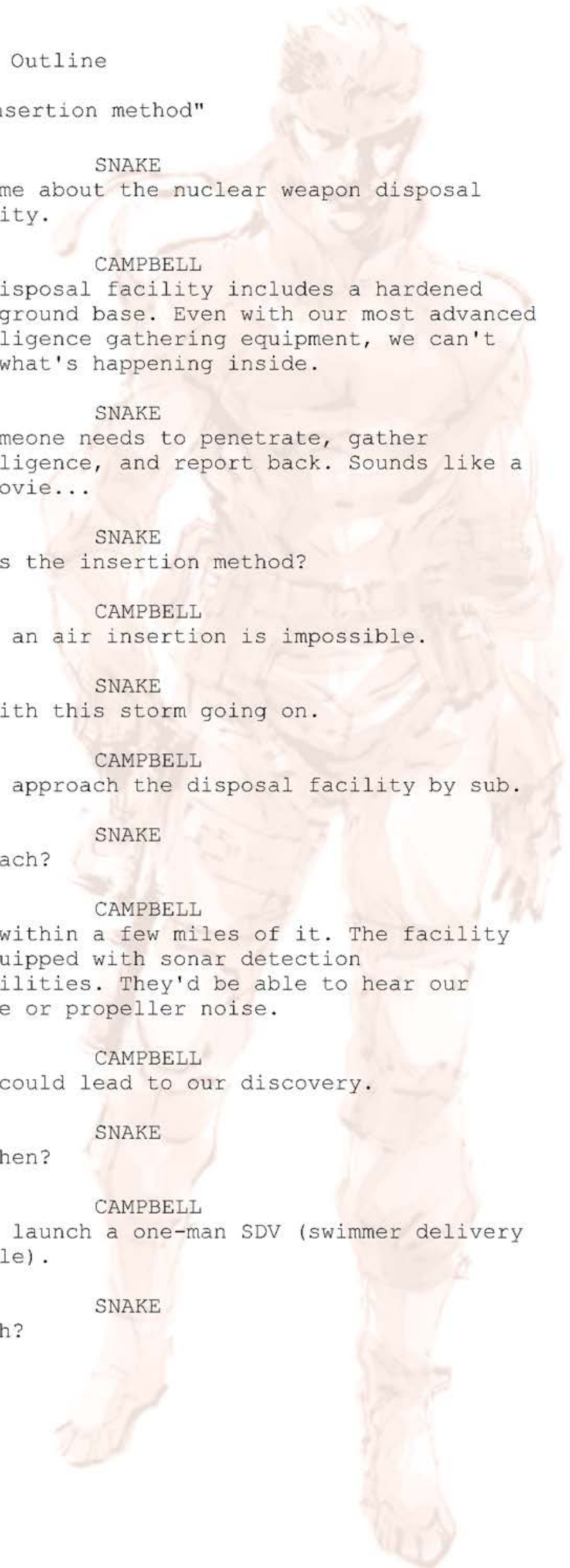
CAMPBELL
Well, you can make up your mind after you hear more about the situation.



Briefing

File 1 - Operation Outline

*Player selects "Insertion method"



SNAKE
Tell me about the nuclear weapon disposal facility.

CAMPBELL
The disposal facility includes a hardened underground base. Even with our most advanced intelligence gathering equipment, we can't tell what's happening inside.

SNAKE
So someone needs to penetrate, gather intelligence, and report back. Sounds like a spy movie...

SNAKE
What's the insertion method?

CAMPBELL
Well, an air insertion is impossible.

SNAKE
Not with this storm going on.

CAMPBELL
We'll approach the disposal facility by sub.

SNAKE
Approach?

CAMPBELL
Yes, within a few miles of it. The facility is equipped with sonar detection capabilities. They'd be able to hear our engine or propeller noise.

CAMPBELL
That could lead to our discovery.

SNAKE
And then?

CAMPBELL
We'll launch a one-man SDV (swimmer delivery vehicle).

SNAKE
Launch?

CAMPBELL
Same as a torpedo. Only this has no propulsion device of its own.

CAMPBELL
After the SDV gets as close as it can, dispose of it. From there on you'll have to swim.

SNAKE
You want me to swim in sub-zero Alaskan water?

CAMPBELL
Don't worry. That suit represents the latest advances in poly-thermal technology.

Hanging next to Snake is the latest version of the Sneaking Suit.

He puts it on.

CAMPBELL
The nuclear weapons disposal facility covers the whole island. I'll instruct you by Codec after you reach your target.

SNAKE
Anyone going with me?

CAMPBELL
As usual, this is a one-man infiltration mission.

SNAKE
Weapons and equipment OSP (on-site procurement)?

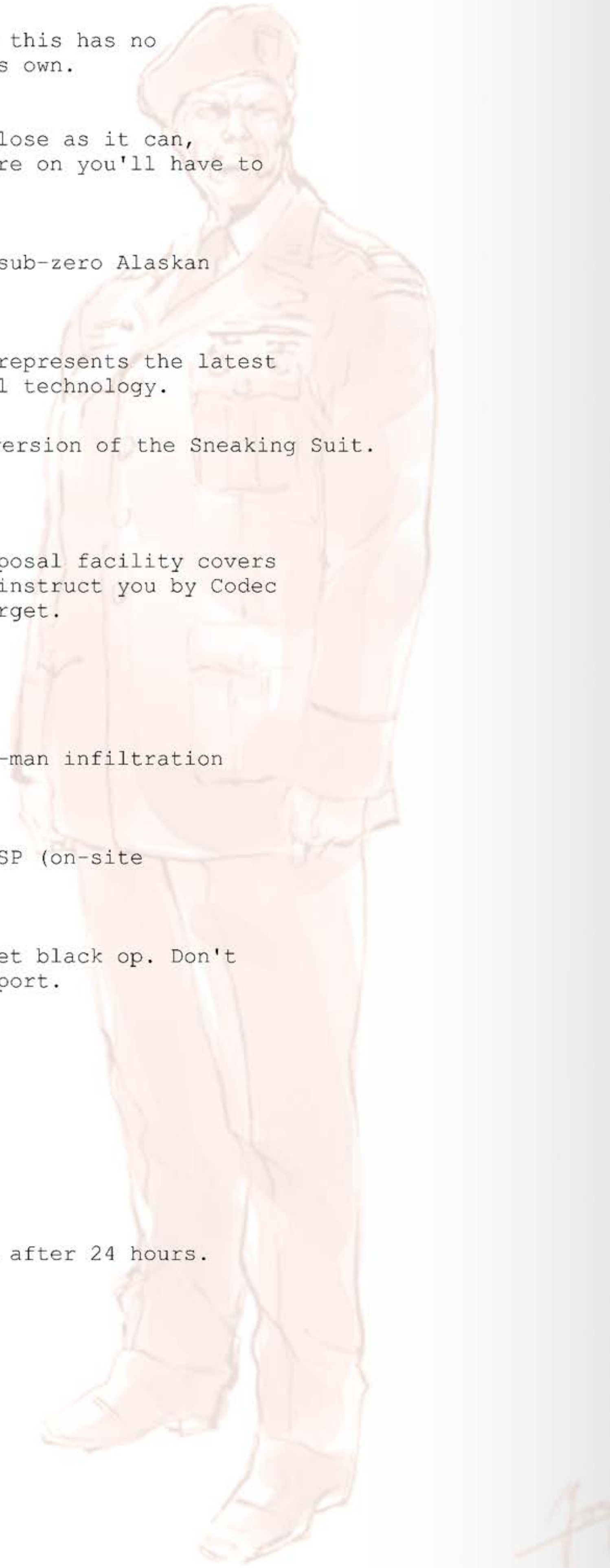
CAMPBELL
Yes. This is a top-secret black op. Don't expect any official support.

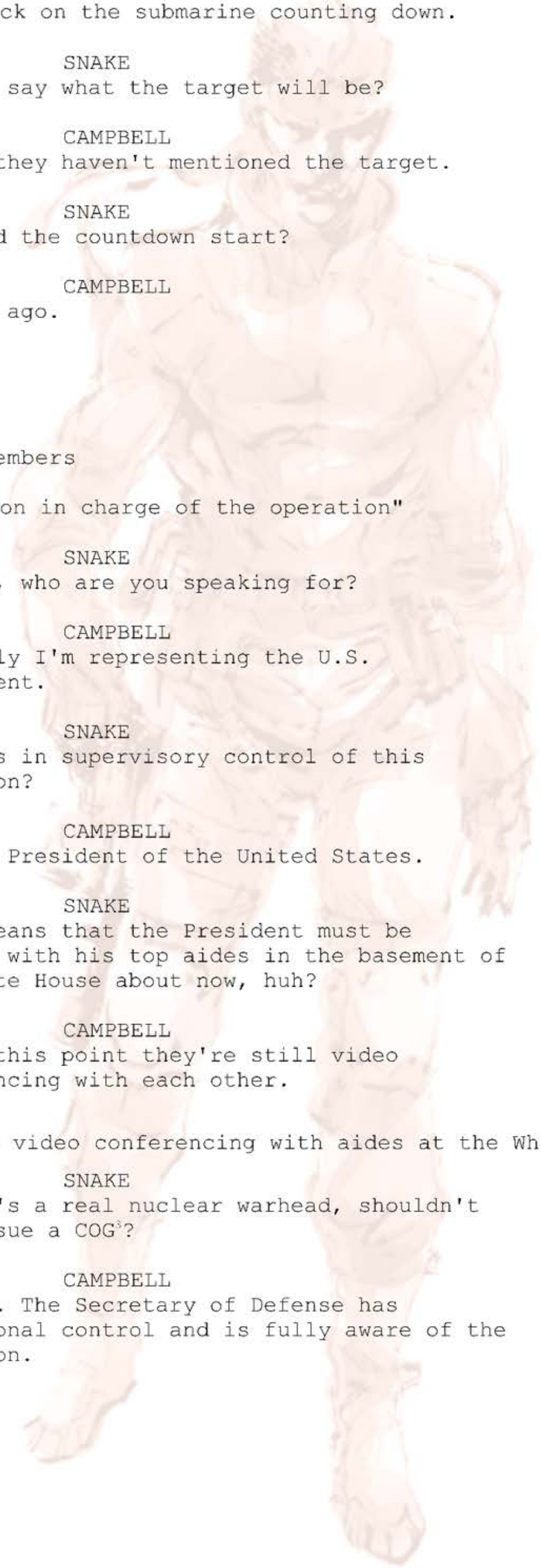
* Player selects "Time limit"

SNAKE
What's the time limit?

CAMPBELL
24 hours.

CAMPBELL
They say they'll launch after 24 hours.





Shot of a digital clock on the submarine counting down.

SNAKE
Do they say what the target will be?

CAMPBELL
So far they haven't mentioned the target.

SNAKE
When did the countdown start?

CAMPBELL
5 hours ago.

Briefing

File 2 - Operation Members

*Player selects "Person in charge of the operation"

SNAKE
Colonel, who are you speaking for?

CAMPBELL
Naturally I'm representing the U.S. Government.

SNAKE
So who's in supervisory control of this operation?

CAMPBELL
... The President of the United States.

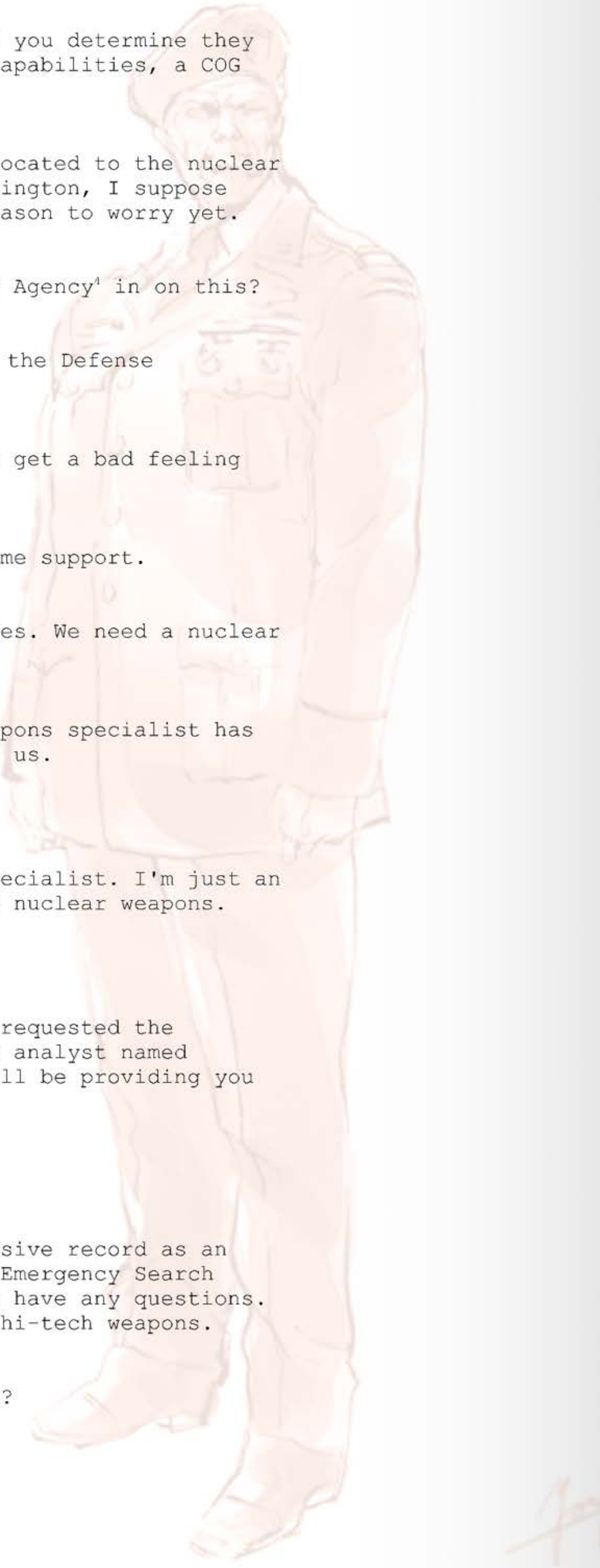
SNAKE
Which means that the President must be meeting with his top aides in the basement of the White House about now, huh?

CAMPBELL
No, at this point they're still video conferencing with each other.

Shot of the president video conferencing with aides at the White House.

SNAKE
If that's a real nuclear warhead, shouldn't they issue a COG[3]?

CAMPBELL
Not yet. The Secretary of Defense has operational control and is fully aware of the situation.



CAMPBELL
After you infiltrate, if you determine they possess nuclear launch capabilities, a COG will be issued.

SNAKE
Well if they haven't relocated to the nuclear shelter under Mount Washington, I suppose there isn't that much reason to worry yet.

SNAKE
Is the National Security Agency[4] in on this?

CAMPBELL
Yes, and so is the DIA[5], the Defense Intelligence Agency.

SNAKE
The DIA? I'm starting to get a bad feeling about this.

CAMPBELL
They'll be sending us some support.

SNAKE
We don't need desk jockies. We need a nuclear weapons specialist.

CAMPBELL
Of course. A nuclear weapons specialist has already been assigned to us.

*Player selects "Support crew"

SNAKE
We need backup from a specialist. I'm just an amateur when it comes to nuclear weapons.

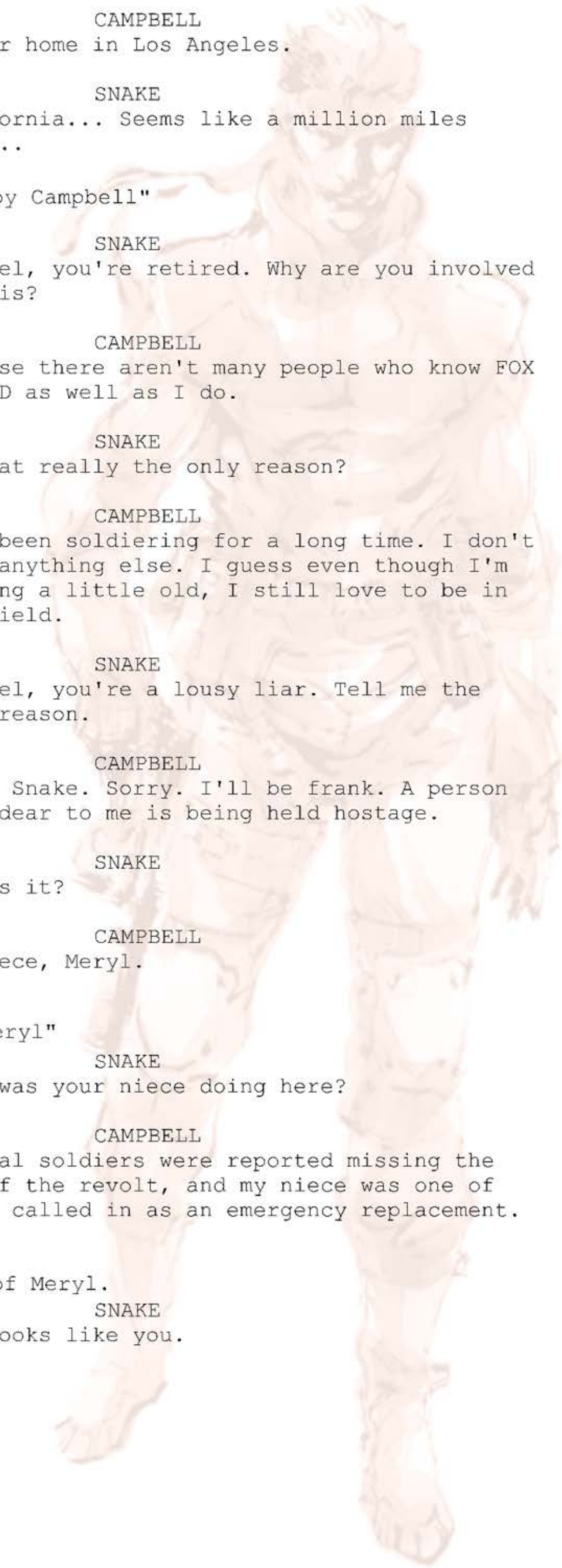
Photo and profile of Nastasha.

CAMPBELL
I know. That's why I've requested the assistance of a military analyst named Nastasha Romanenko. She'll be providing you backup by Codec.

SNAKE
A female analyst?

CAMPBELL
She's built up an impressive record as an advisor for the Nuclear Emergency Search Team. Contact her if you have any questions. She's also an expert on hi-tech weapons.

SNAKE
Where's she working from?



CAMPBELL
At her home in Los Angeles.

SNAKE
California... Seems like a million miles away...

*Player selects "Roy Campbell"

SNAKE
Colonel, you're retired. Why are you involved in this?

CAMPBELL
Because there aren't many people who know FOX-HOUND as well as I do.

SNAKE
Is that really the only reason?

CAMPBELL
I've been soldiering for a long time. I don't know anything else. I guess even though I'm getting a little old, I still love to be in the field.

SNAKE
Colonel, you're a lousy liar. Tell me the real reason.

CAMPBELL
Okay, Snake. Sorry. I'll be frank. A person very dear to me is being held hostage.

SNAKE
Who is it?

CAMPBELL
My niece, Meryl.

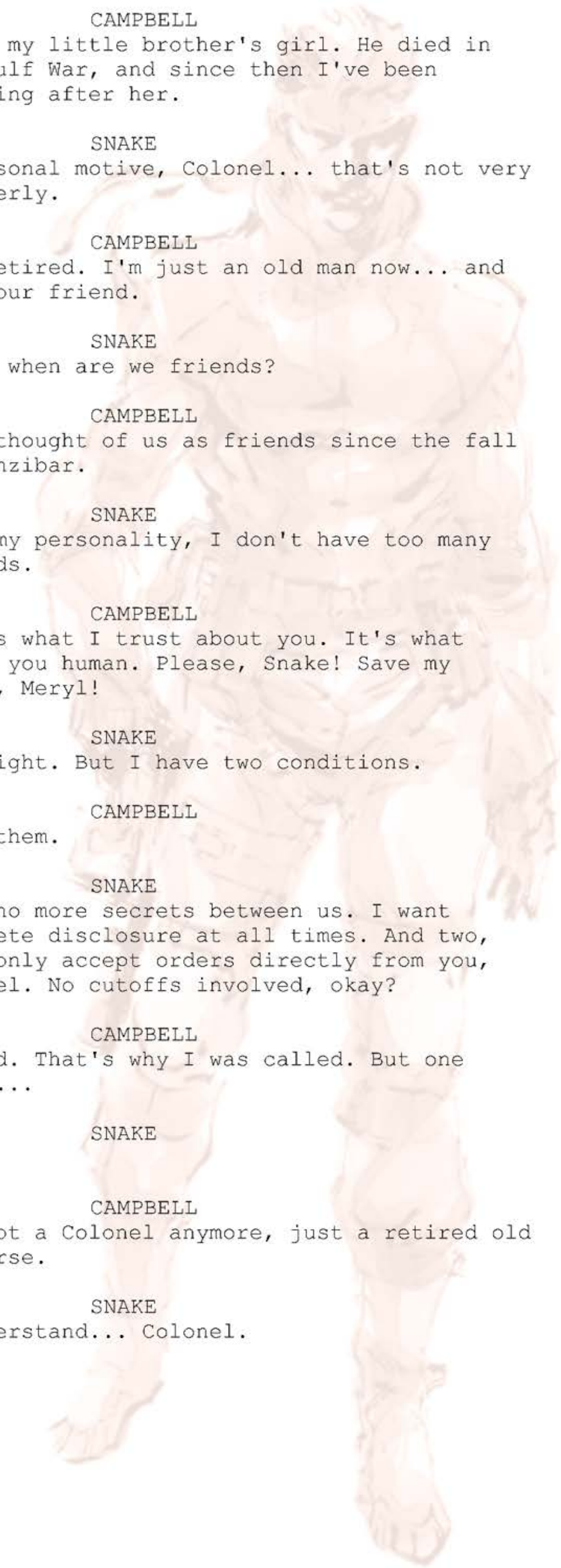
*Player selects "Meryl"

SNAKE
What was your niece doing here?

CAMPBELL
Several soldiers were reported missing the day of the revolt, and my niece was one of those called in as an emergency replacement.

Photo and profile of Meryl.

SNAKE
She looks like you.



CAMPBELL
She's my little brother's girl. He died in the Gulf War, and since then I've been watching after her.

SNAKE
A personal motive, Colonel... that's not very soldierly.

CAMPBELL
I'm retired. I'm just an old man now... and I'm your friend.

SNAKE
Since when are we friends?

CAMPBELL
I've thought of us as friends since the fall of Zanzibar.

SNAKE
With my personality, I don't have too many friends.

CAMPBELL
That's what I trust about you. It's what makes you human. Please, Snake! Save my niece, Meryl!

SNAKE
All right. But I have two conditions.

CAMPBELL
Name them.

SNAKE
One, no more secrets between us. I want complete disclosure at all times. And two, I'll only accept orders directly from you, Colonel. No cutoffs involved, okay?

CAMPBELL
Agreed. That's why I was called. But one thing...

SNAKE
What?

CAMPBELL
I'm not a Colonel anymore, just a retired old warhorse.

SNAKE
I understand... Colonel.

*Player selects "Dr. Naomi"

SNAKE
That doctor. Is she part of this operation too?

CAMPBELL
She was in charge of FOX-HOUND's gene therapy. She knows more about those men than anyone else.

SNAKE
You mean you've seen them naked?

NAOMI
Make no mistake. I'm not a nurse. I am a scientist.

SNAKE
By the way, what was that injection for?

NAOMI
It's a combination of nanomachines and an anti-freezing peptide so that your blood and other bodily fluids don't freeze, even at subarctic temperatures...

SNAKE
Nanomachines?

NAOMI
Not just one kind either. There are different types which will replenish the supply of adrenaline, nutrition, and sugar in your bloodstream.

SNAKE
Now I don't have to worry about food.

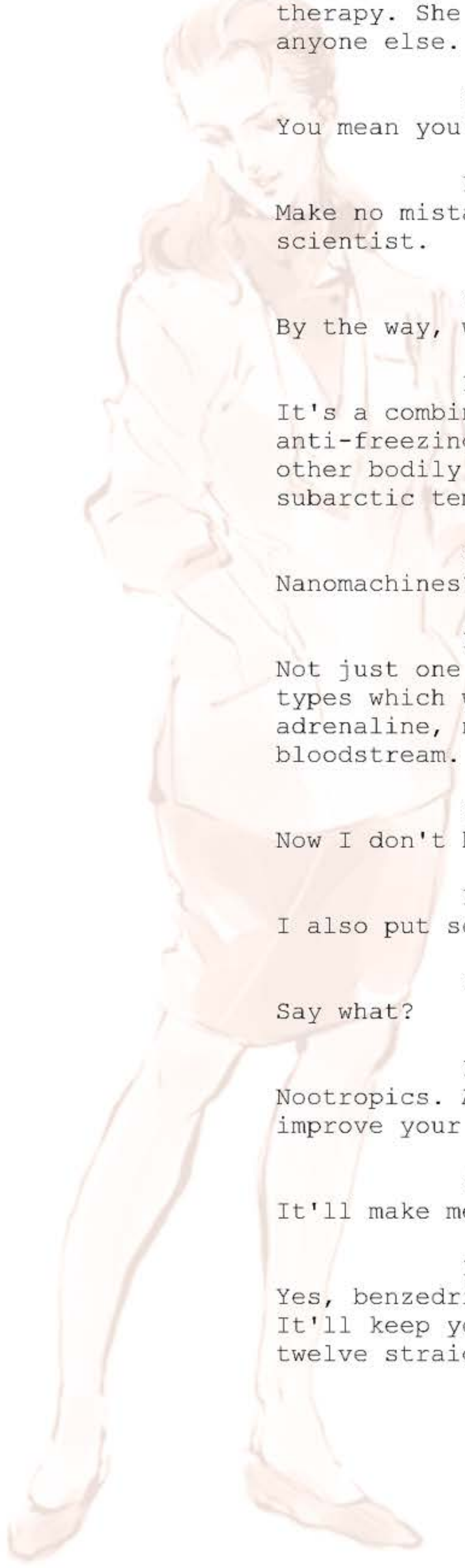
NAOMI
I also put some nootropics in there.

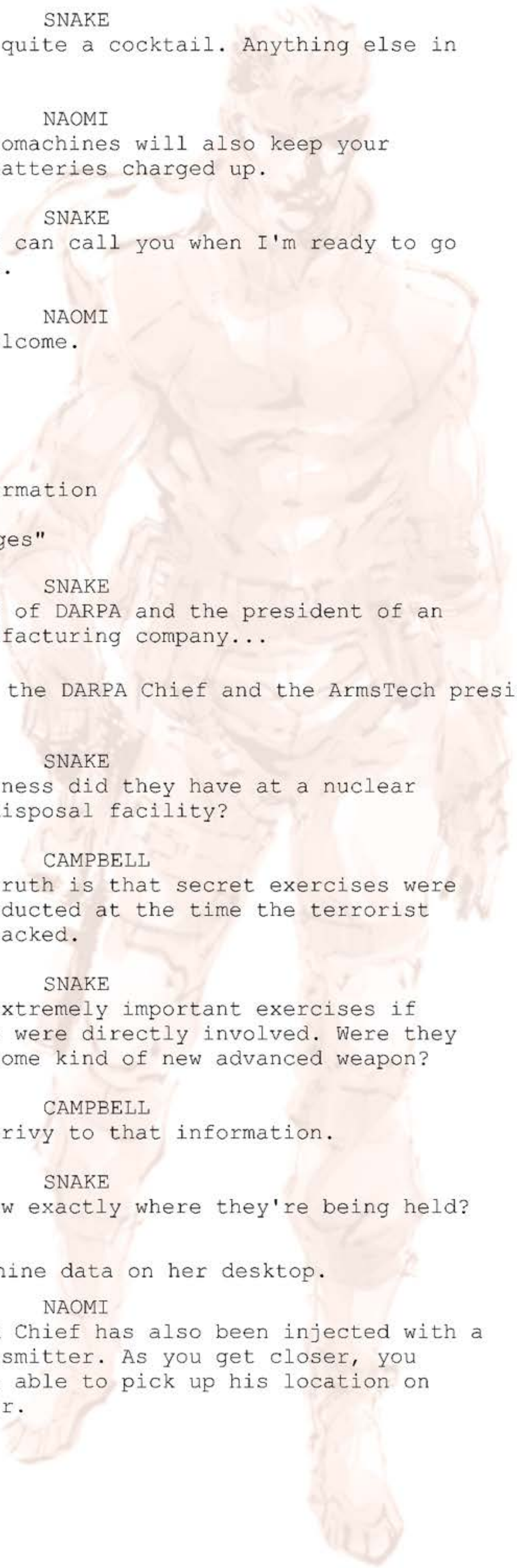
SNAKE
Say what?

NAOMI
Nootropics. A class of drugs which will help improve your mental functioning.

SNAKE
It'll make me smarter, huh? Anything else?

NAOMI
Yes, benzedrine. Its a type of stimulant. It'll keep you alert and responsive for twelve straight hours.





SNAKE
That was quite a cocktail. Anything else in there?

NAOMI
Those nanomachines will also keep your Codec's batteries charged up.

SNAKE
I guess I can call you when I'm ready to go on a diet.

NAOMI
You're welcome.

Briefing
File 3 - Detailed Information

*Player selects "Hostages"

SNAKE
The chief of DARPA and the president of an arms manufacturing company...

Photos and profiles of the DARPA Chief and the ArmsTech president. ArmsTech logo.

SNAKE
What business did they have at a nuclear weapons disposal facility?

CAMPBELL
... The truth is that secret exercises were being conducted at the time the terrorist group attacked.

SNAKE
Must be extremely important exercises if those two were directly involved. Were they testing some kind of new advanced weapon?

CAMPBELL
I'm not privy to that information.

SNAKE
Do we know exactly where they're being held?

Naomi pulls up nanomachine data on her desktop.

NAOMI
The DARPA Chief has also been injected with a mini-transmitter. As you get closer, you should be able to pick up his location on your radar.

*Player selects "Nuclear weapons"

SNAKE
Do they really have the ability to launch a nuclear missile?

CAMPBELL
They say they do. They even gave us the serial number of the warhead they plan to use.

SNAKE
Was the number confirmed?

Shot of the nuclear missile.

CAMPBELL
I'm afraid so. At the very least, they've got their hands on a real nuclear warhead.

SNAKE
Isn't there some kind of safety device to prevent this type of terrorism?

CAMPBELL
Yes, every missile and warhead in our arsenal is equipped with a PAL which uses a discrete detonation code.

SNAKE
PAL?

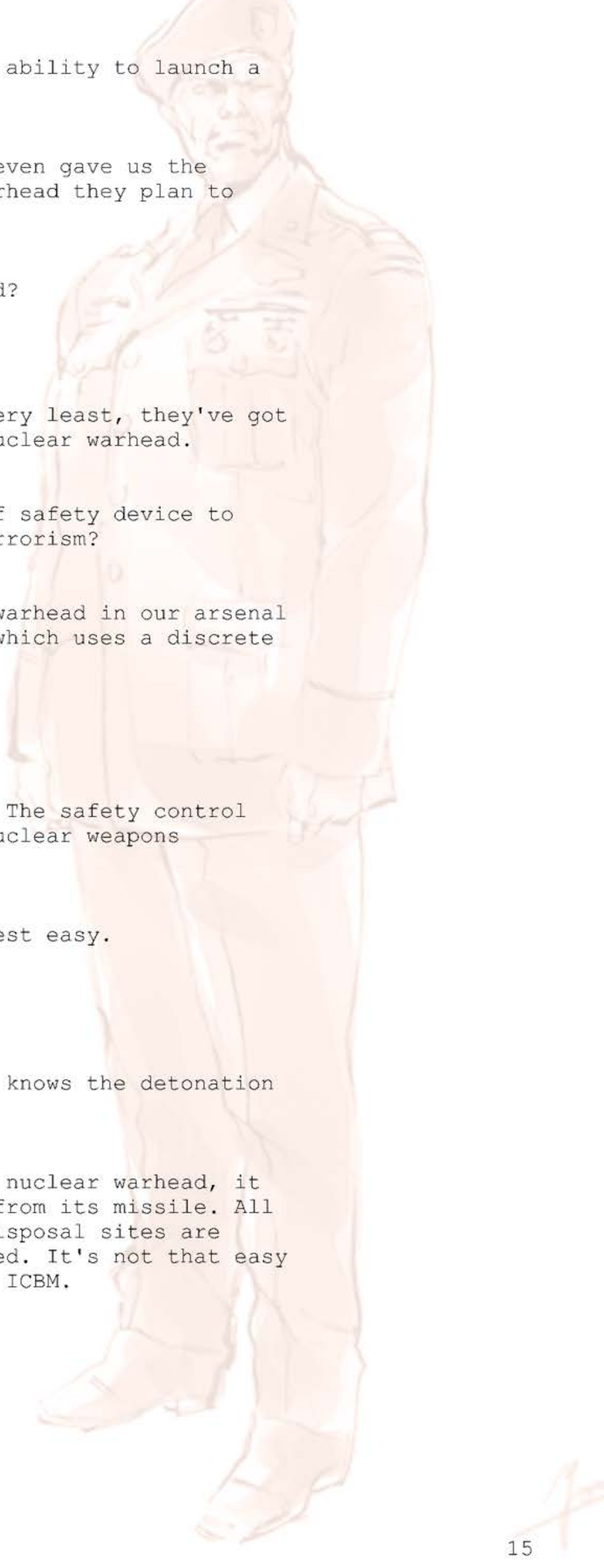
CAMPBELL
Permissive Action Link. The safety control system built into all nuclear weapons systems.

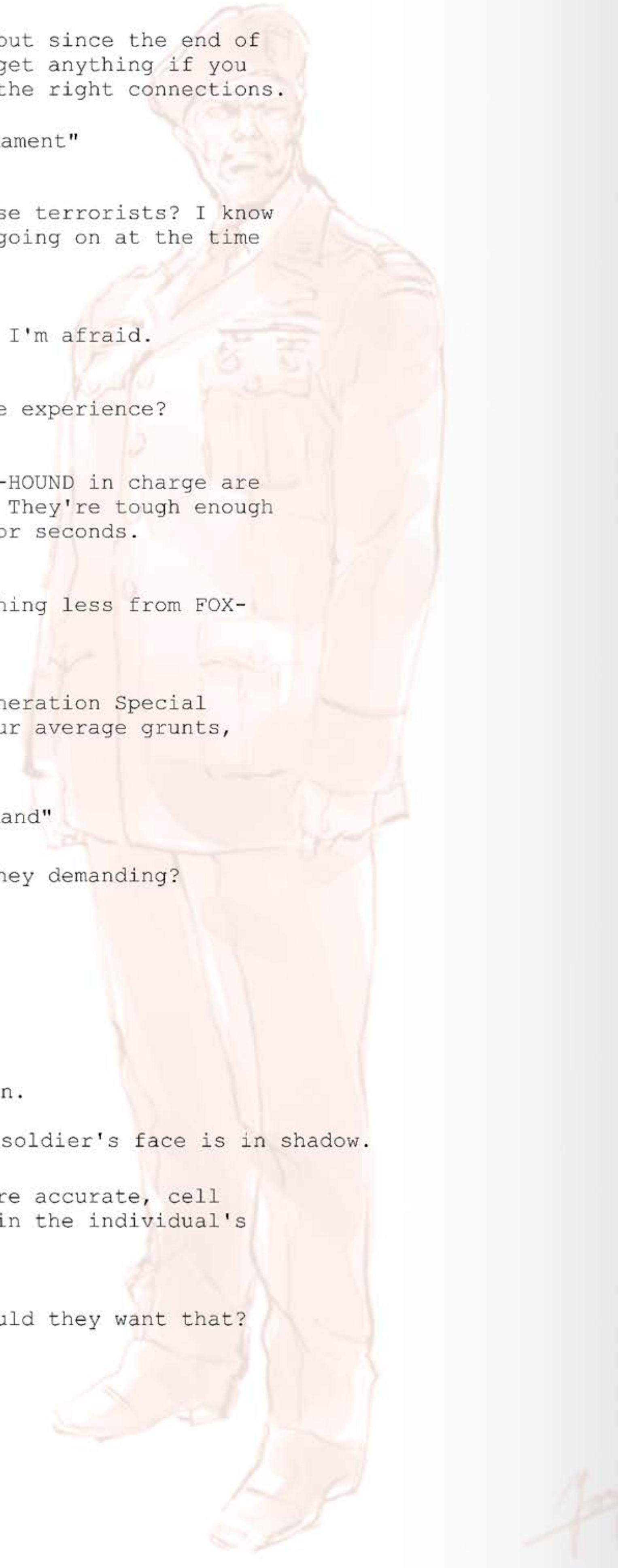
CAMPBELL
But even so, we can't rest easy.

SNAKE
Why not?

CAMPBELL
Because the DARPA Chief knows the detonation code.

SNAKE
But even if they have a nuclear warhead, it must have been removed from its missile. All the missiles on these disposal sites are supposed to be dismantled. It's not that easy to get your hands on an ICBM.





CAMPBELL
That used to be true, but since the end of the Cold War, you can get anything if you have enough money and the right connections.

*Player selects "The terrorists' armament"

SNAKE
How well armed are these terrorists? I know there was an exercise going on at the time they revolted.

CAMPBELL
They're heavily armed, I'm afraid.

SNAKE
What about their battle experience?

CAMPBELL
The six members of FOX-HOUND in charge are all hardened veterans. They're tough enough to eat nails and ask for seconds.

SNAKE
I wouldn't expect anything less from FOX-HOUND.

CAMPBELL
The others are Next-Generation Special Forces. They're not your average grunts, either.

*Player selects "The terrorists' demand"

SNAKE
So, what exactly are they demanding?

CAMPBELL
A person's remains.

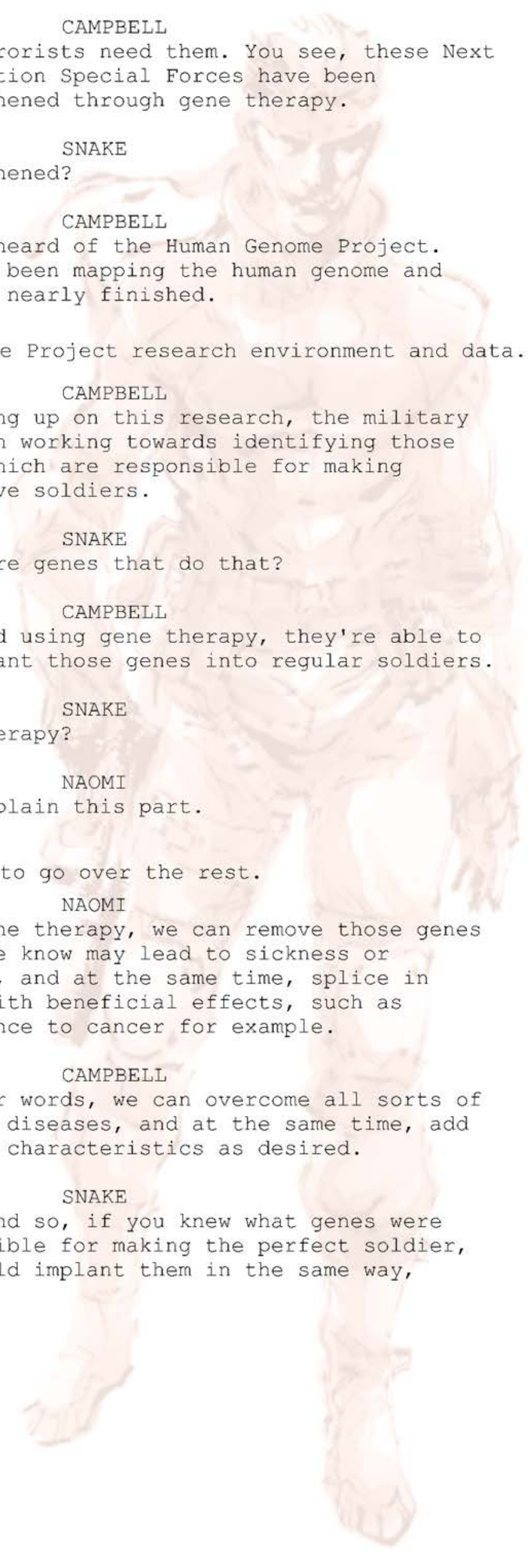
SNAKE
Remains?

Shot of a legendary soldier in action.

It's an impressive display, but the soldier's face is in shadow.

CAMPBELL
That's right. To be more accurate, cell specimens, which contain the individual's genomic information.

SNAKE
Cell specimens? Why would they want that?



CAMPBELL
The terrorists need them. You see, these Next-Generation Special Forces have been strengthened through gene therapy.

SNAKE
Strengthened?

CAMPBELL
You've heard of the Human Genome Project. They've been mapping the human genome and they're nearly finished.

Shot of a Human Genome Project research environment and data.

CAMPBELL
Following up on this research, the military has been working towards identifying those genes which are responsible for making effective soldiers.

SNAKE
There are genes that do that?

CAMPBELL
Yes. And using gene therapy, they're able to transplant those genes into regular soldiers.

SNAKE
Gene therapy?

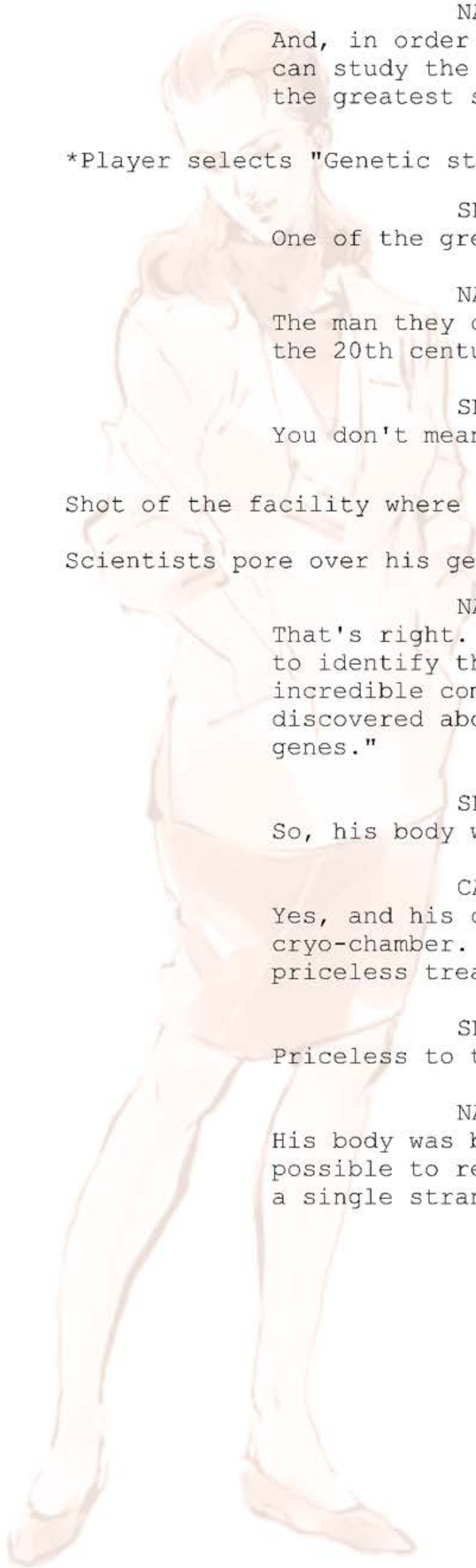
NAOMI
I'll explain this part.

Naomi uses a monitor to go over the rest.

NAOMI
With gene therapy, we can remove those genes which we know may lead to sickness or disease, and at the same time, splice in genes with beneficial effects, such as resistance to cancer for example.

CAMPBELL
In other words, we can overcome all sorts of genetic diseases, and at the same time, add genetic characteristics as desired.

SNAKE
Okay. And so, if you knew what genes were responsible for making the perfect soldier, you could implant them in the same way, right?



NAOMI
Yes... we could.

CAMPBELL
But, it all depends on being able to isolate and identify those "soldier genes."

NAOMI
And, in order to do that, it's helpful if you can study the genomic information of one of the greatest soldiers ever.

*Player selects "Genetic strengthening"

SNAKE
One of the greatest soldiers ever?

NAOMI
The man they called the greatest warrior of the 20th century...

SNAKE
You don't mean Big Boss!?

Shot of the facility where Big Boss's body is in storage.

Scientists pore over his genetic data.

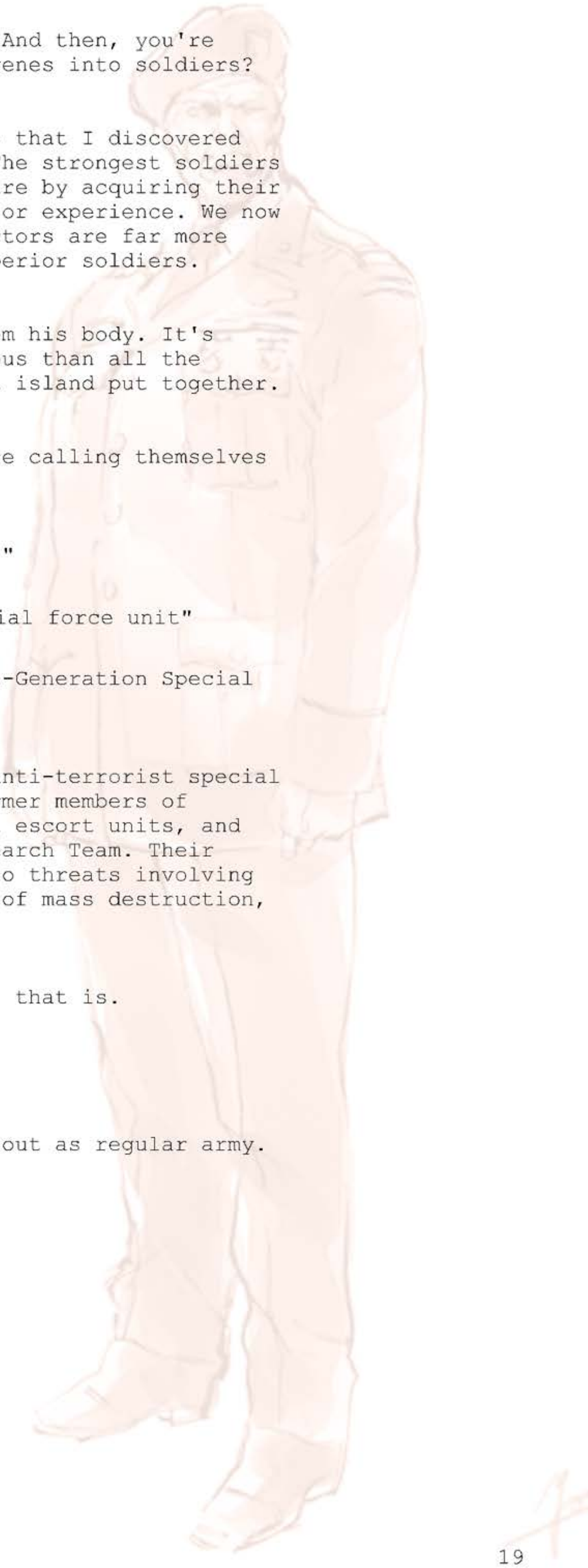
NAOMI
That's right. We've been working feverishly to identify the genes responsible for his incredible combat skill. So far, we've discovered about 60 of the so-called "soldier genes."

SNAKE
So, his body was recovered after all.

CAMPBELL
Yes, and his cells have remained frozen in a cryo-chamber. His genomic information is a priceless treasure to mankind.

SNAKE
Priceless to the military perhaps.

NAOMI
His body was burned severely, but it was possible to restore his DNA profile from just a single strand of his hair.



SNAKE
You people are amazing. And then, you're gonna transplant those genes into soldiers?

NAOMI
Yes, we'll use a process that I discovered called gene targeting. The strongest soldiers don't become what they are by acquiring their skills through training or experience. We now know that hereditary factors are far more crucial for creating superior soldiers.

CAMPBELL
Snake, we can't give them his body. It's potentially more dangerous than all the nuclear warheads on that island put together.

NAOMI
I hear the terrorists are calling themselves "The Sons of Big Boss."

SNAKE
"The Sons of Big Boss..."

*Player selects "Next-generation special force unit"

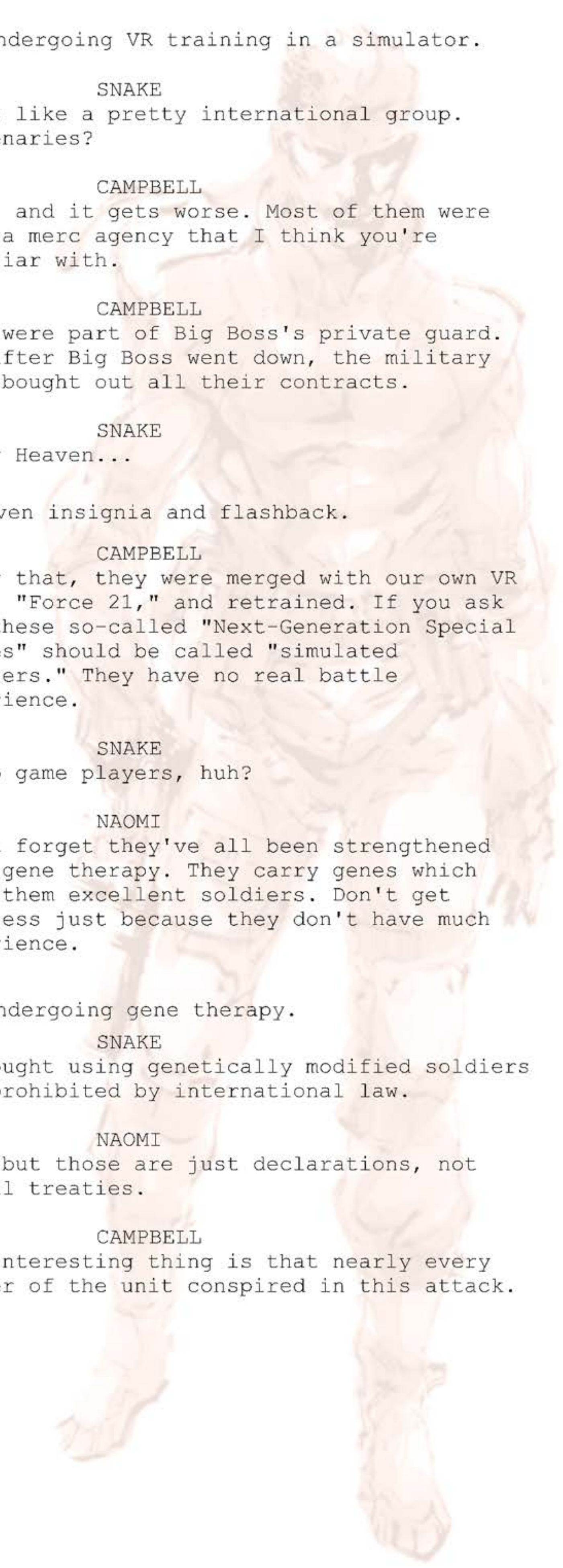
SNAKE
Tell me about these Next-Generation Special Forces.

CAMPBELL
They started out as an anti-terrorist special -ops unit made up of former members of biochem units, technical escort units, and the Nuclear Emergency Search Team. Their purpose was to respond to threats involving next-generation weapons of mass destruction, including NBC weapons[6].

NAOMI
Until "they" were added, that is.

SNAKE
Who's "they"?

CAMPBELL
These guys didn't start out as regular army.



Shot of soldiers undergoing VR training in a simulator.

SNAKE
Looks like a pretty international group. Mercenaries?

CAMPBELL
Yeah, and it gets worse. Most of them were from a merc agency that I think you're familiar with.

CAMPBELL
They were part of Big Boss's private guard. And after Big Boss went down, the military just bought out all their contracts.

SNAKE
Outer Heaven...

Shots of Outer Heaven insignia and flashback.

CAMPBELL
After that, they were merged with our own VR Unit, "Force 21," and retrained. If you ask me, these so-called "Next-Generation Special Forces" should be called "simulated soldiers." They have no real battle experience.

SNAKE
Video game players, huh?

NAOMI
Don't forget they've all been strengthened with gene therapy. They carry genes which make them excellent soldiers. Don't get careless just because they don't have much experience.

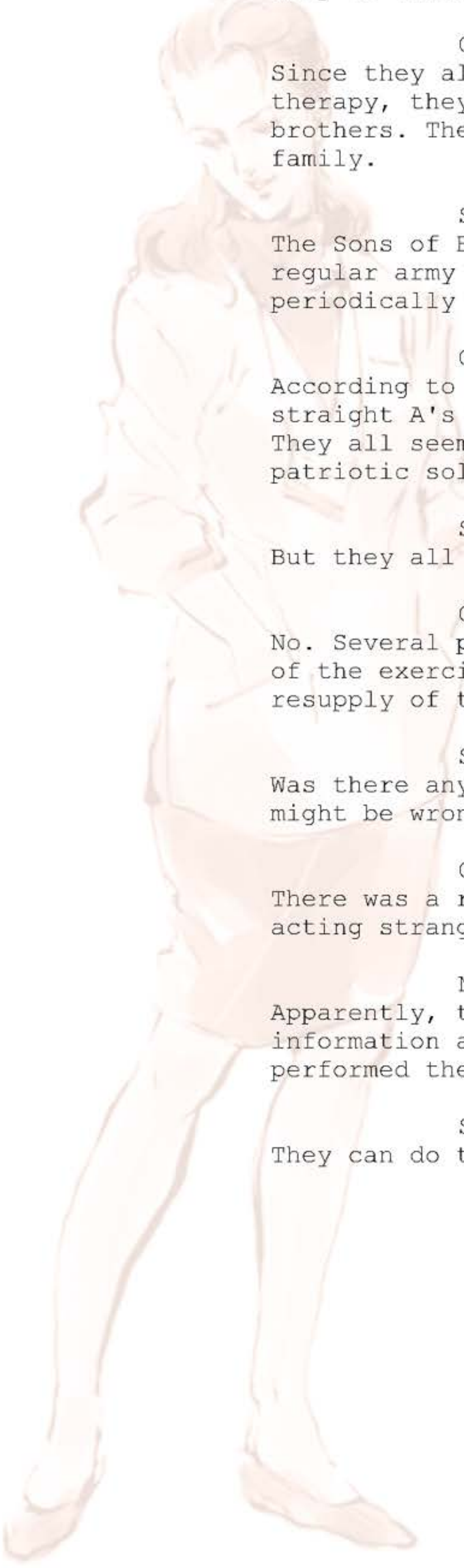
Shot of soldiers undergoing gene therapy.

SNAKE
I thought using genetically modified soldiers was prohibited by international law.

NAOMI
Yes, but those are just declarations, not actual treaties.

CAMPBELL
The interesting thing is that nearly every member of the unit conspired in this attack.

*Player selects "The reason for unanimous approval"



SNAKE
How could an entire unit be subverted to rebellion?

NAOMI
They're calling it a revolution.

CAMPBELL
Since they all went through the same gene therapy, they probably felt closer than brothers. They see the unit as their only family.

SNAKE
The Sons of Big Boss... But if they were regular army they must have been interviewed periodically by army counselors...

CAMPBELL
According to their files, they all got straight A's on their psychological tests. They all seemed like fine, upstanding, patriotic soldiers.

SNAKE
But they all took part in the uprising?

CAMPBELL
No. Several people didn't show up on the day of the exercise. That's why there was a resupply of troops.

SNAKE
Was there any sign recently that something might be wrong?

CAMPBELL
There was a report a month ago that they were acting strangely.

NAOMI
Apparently, they consulted classified information about the soldier genes and performed their own gene therapy experiments.

SNAKE
They can do that even without you?

NAOMI

Well, our gene therapy process is almost completely automated. And besides that, they're all geniuses with IQs over 180.

CAMPBELL

Even the existence of this genome army is a national secret of the highest order. We had been hoping to investigate this thing quietly and deal with it behind closed doors.

*Player selects "Unit FOX-HOUND"

Shot of FOX-HOUND insignia and data on the unit.

CAMPBELL

High Tech Special Forces Unit FOX-HOUND. Your former unit... and one that I was a commander of. An elite group combining firepower and expertise. They're every bit as good as when I was commanding them.

SNAKE

So they're still around...

CAMPBELL

There are six members of FOX-HOUND involved in this terrorist activity.

Photos and profiles of FOX-HOUND members.

CAMPBELL

Psycho Mantis, with his powerful psychic abilities. Sniper Wolf, the beautiful and deadly sharpshooter. Decoy Octopus, master of disguise. Vulcan Raven, giant and shaman. And Revolver Ocelot, specialist in interrogation and a formidable gunfighter.

SNAKE

Looks like a lovely bunch of folks.

CAMPBELL

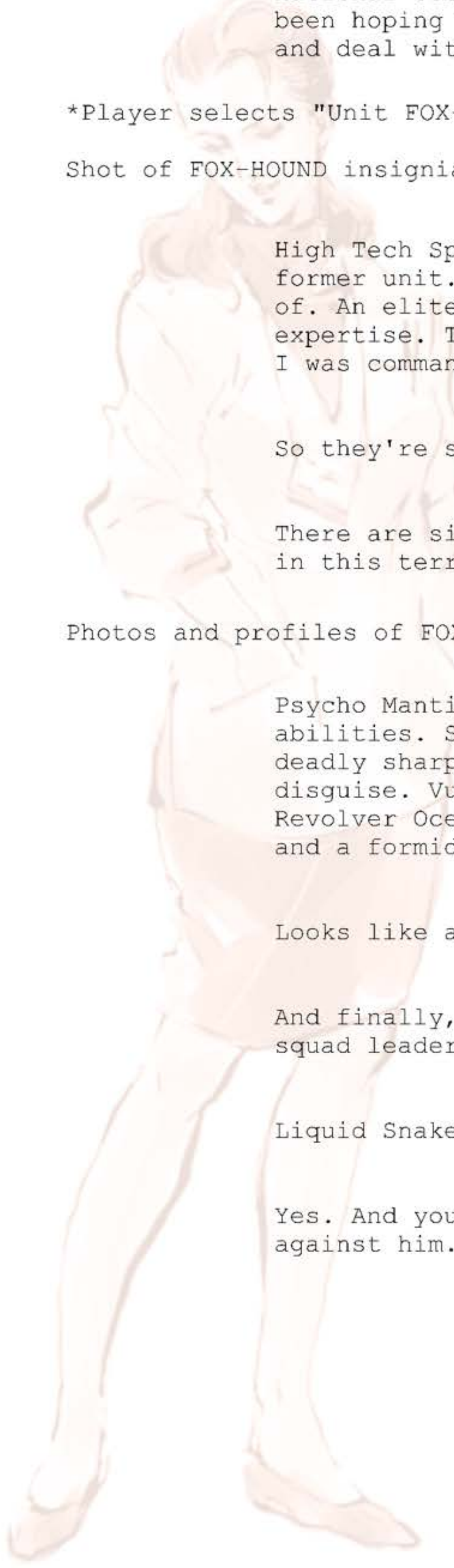
And finally, in charge of them... FOX-HOUND's squad leader, Liquid Snake.

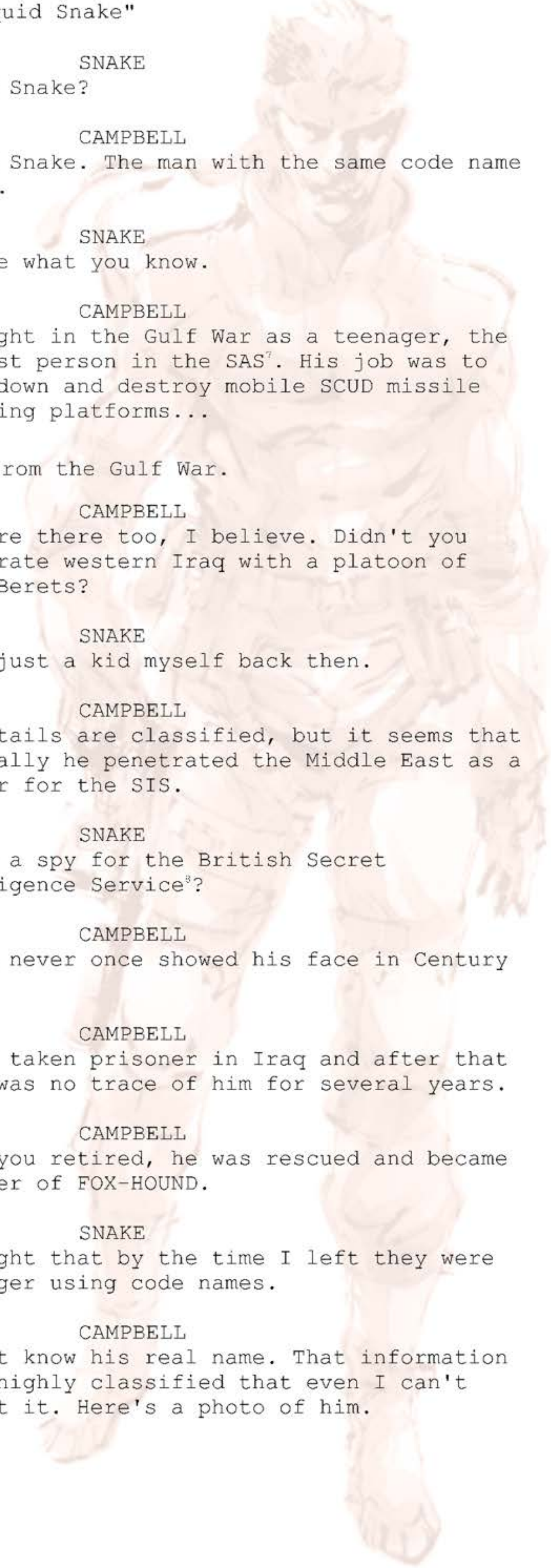
SNAKE

Liquid Snake?

CAMPBELL

Yes. And you're the only person who can stand against him.





*Player selects "Liquid Snake"

SNAKE
Liquid Snake?

CAMPBELL
Liquid Snake. The man with the same code name as you.

SNAKE
Tell me what you know.

CAMPBELL
He fought in the Gulf War as a teenager, the youngest person in the SAS[7]. His job was to track down and destroy mobile SCUD missile launching platforms...

Flashback: A scene from the Gulf War.

CAMPBELL
You were there too, I believe. Didn't you infiltrate western Iraq with a platoon of Green Berets?

SNAKE
I was just a kid myself back then.

CAMPBELL
The details are classified, but it seems that originally he penetrated the Middle East as a sleeper for the SIS.

SNAKE
He was a spy for the British Secret Intelligence Service[8]?

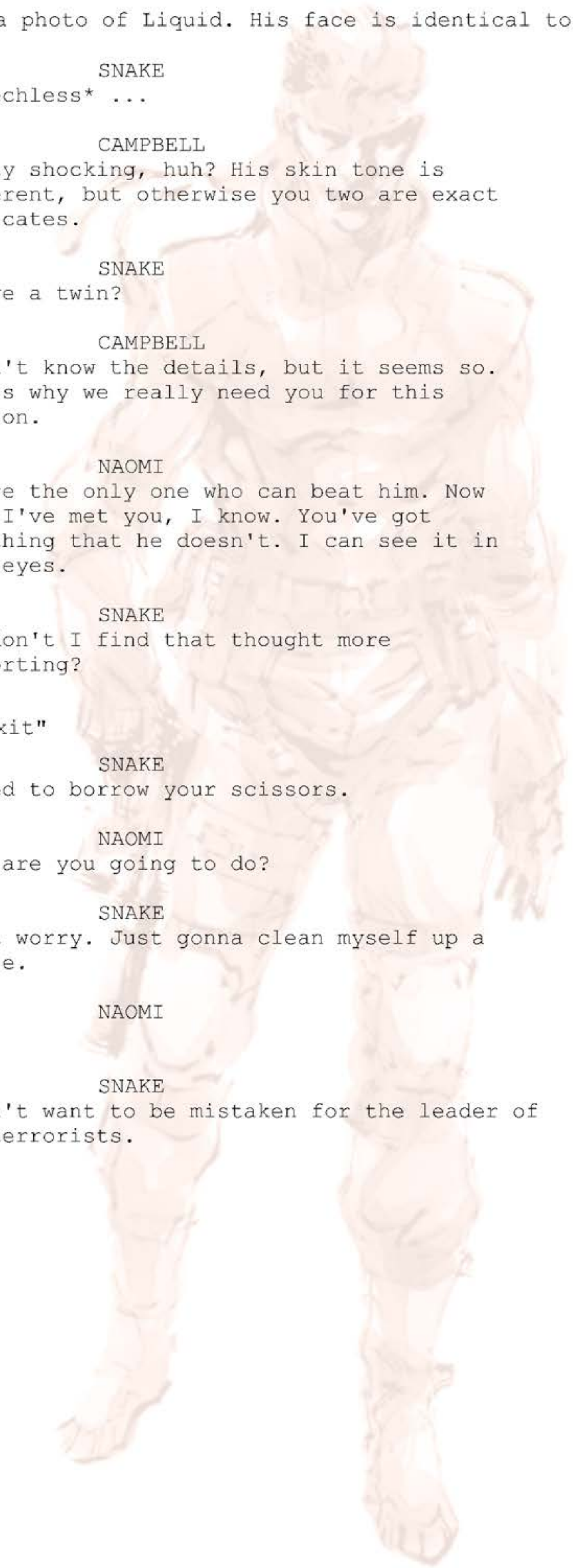
CAMPBELL
But he never once showed his face in Century House.

CAMPBELL
He was taken prisoner in Iraq and after that there was no trace of him for several years.

CAMPBELL
After you retired, he was rescued and became a member of FOX-HOUND.

SNAKE
I thought that by the time I left they were no longer using code names.

CAMPBELL
I don't know his real name. That information is so highly classified that even I can't look at it. Here's a photo of him.



Campbell presents a photo of Liquid. His face is identical to Snake's.

SNAKE
speechless ...

CAMPBELL
Pretty shocking, huh? His skin tone is different, but otherwise you two are exact duplicates.

SNAKE
I have a twin?

CAMPBELL
I don't know the details, but it seems so. That's why we really need you for this mission.

NAOMI
You're the only one who can beat him. Now that I've met you, I know. You've got something that he doesn't. I can see it in your eyes.

SNAKE
Why don't I find that thought more comforting?

*Player selects "Exit"

SNAKE
I need to borrow your scissors.

NAOMI
What are you going to do?

SNAKE
Don't worry. Just gonna clean myself up a little.

NAOMI
Huh?

SNAKE
I don't want to be mistaken for the leader of the terrorists.

Infiltration 1

Infiltration Intro Cutscene

Caption: Alaska - Bering Sea

Ohio-class nuclear-powered submarine U.S.S. *Discovery* navigates the deeps.

The sub's control room. Campbell faces his Codec terminal, gauges and instruments bathing him in an unnatural glow.

He's flanked by Naomi.

CAMPBELL
The nuclear weapons disposal facility on Shadow Moses Island in Alaska's Fox Archipelago was attacked and captured by Next-Generation Special Forces being led by members of FOX-HOUND.

The contours of Shadow Moses Island appear on radar.

Various images and other data are projected onto the briefing monitor's screen.

CAMPBELL
They're demanding that the government turn over the remains of Big Boss and they say that if their demands are not met within 24 hours, they'll launch a nuclear weapon.

External shot of *Discovery*. From one of its hatches, the sub launches an SDV carrying Snake. Shot of Snake's underwater point of view (POV). Data populates the radar screen.

CAMPBELL
You'll have two mission objectives. First, you're to rescue DARPA chief, Donald Anderson, and the President of ArmsTech, Kenneth Baker.

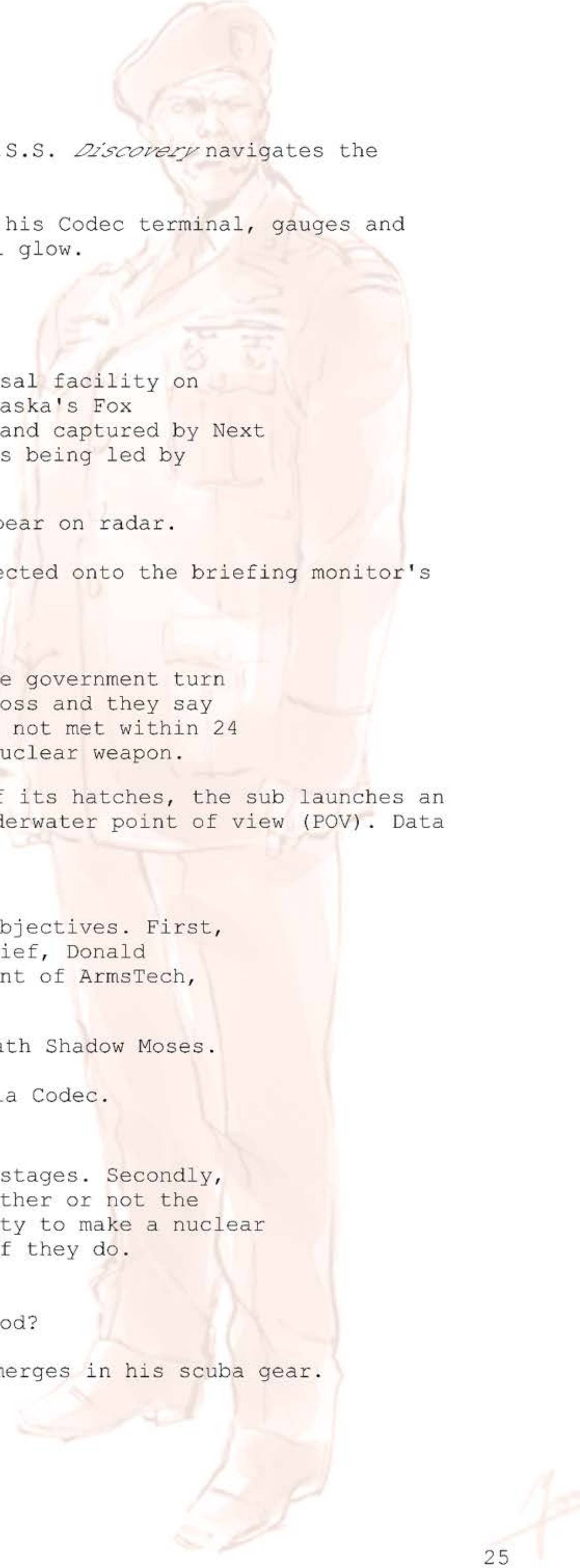
The SDV enters an underwater cave beneath Shadow Moses.

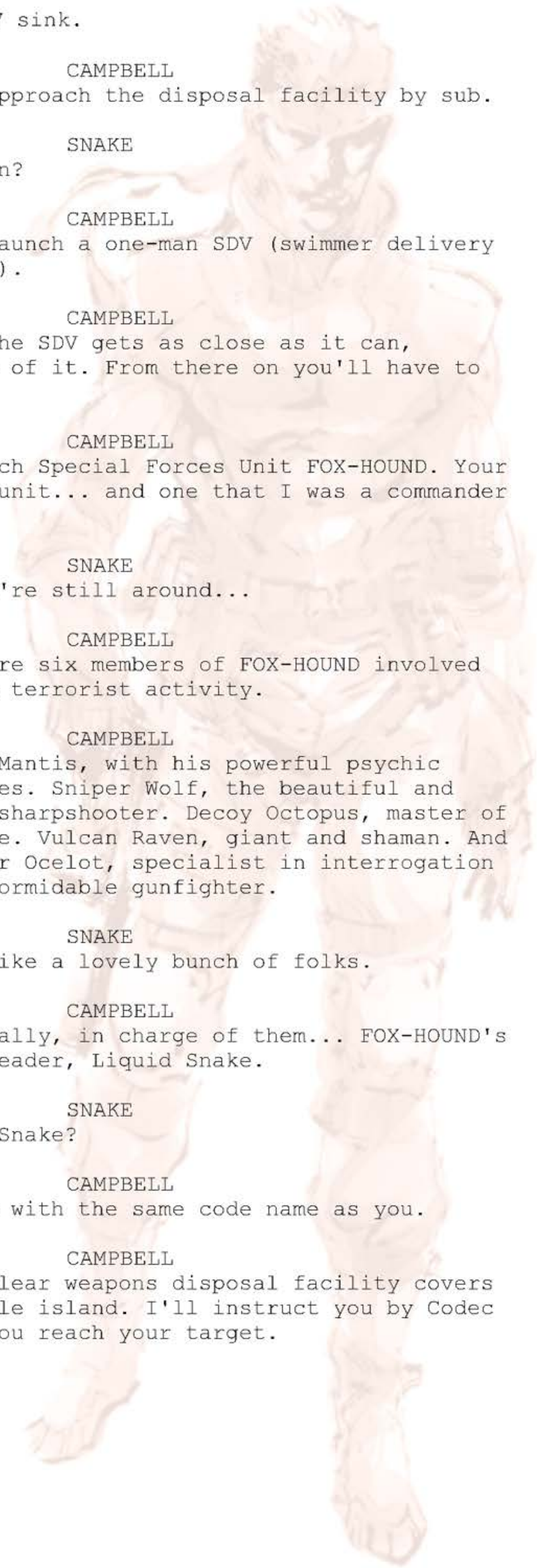
Campbell continues to speak to Snake via Codec.

CAMPBELL
Both are being held as hostages. Secondly, you're to investigate whether or not the terrorists have the ability to make a nuclear strike... and stop them if they do.

SNAKE
What's the insertion method?

The SDV's hatch pops open, and Snake emerges in his scuba gear.





Snake watches the SDV sink.

CAMPBELL
We'll approach the disposal facility by sub.

SNAKE
And then?

CAMPBELL
We'll launch a one-man SDV (swimmer delivery vehicle).

CAMPBELL
After the SDV gets as close as it can, dispose of it. From there on you'll have to swim.

CAMPBELL
High Tech Special Forces Unit FOX-HOUND. Your former unit... and one that I was a commander of.

SNAKE
So they're still around...

CAMPBELL
There are six members of FOX-HOUND involved in this terrorist activity.

CAMPBELL
Psycho Mantis, with his powerful psychic abilities. Sniper Wolf, the beautiful and deadly sharpshooter. Decoy Octopus, master of disguise. Vulcan Raven, giant and shaman. And Revolver Ocelot, specialist in interrogation and a formidable gunfighter.

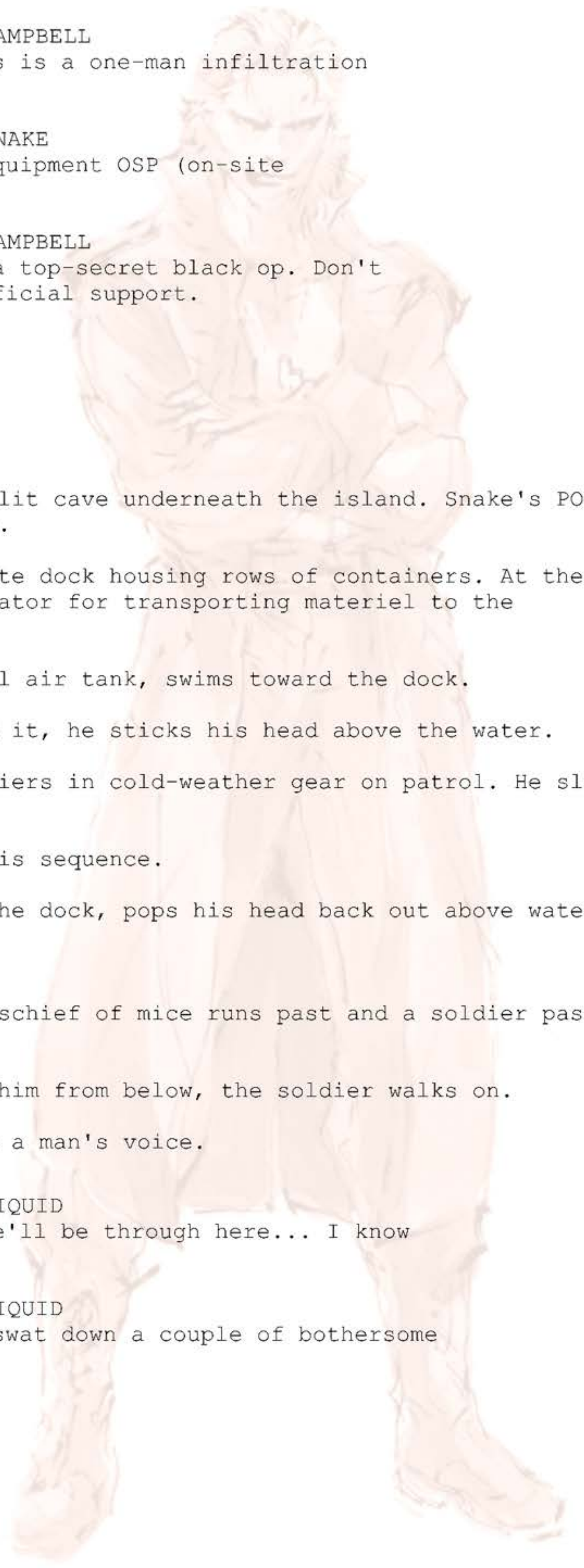
SNAKE
Looks like a lovely bunch of folks.

CAMPBELL
And finally, in charge of them... FOX-HOUND's squad leader, Liquid Snake.

SNAKE
Liquid Snake?

CAMPBELL
The man with the same code name as you.

CAMPBELL
The nuclear weapons disposal facility covers the whole island. I'll instruct you by Codec after you reach your target.



SNAKE
Anyone going with me?

CAMPBELL
As usual, this is a one-man infiltration mission.

SNAKE
Weapons and equipment OSP (on-site procurement)?

CAMPBELL
Yes. This is a top-secret black op. Don't expect any official support.

Infiltration 2

Infiltration Cutscene

The sea flows into a dimly lit cave underneath the island. Snake's POV, framed by his scuba goggles.

Within the cave is a concrete dock housing rows of containers. At the back of the dock is an elevator for transporting materiel to the surface.

Snake, equipped with a small air tank, swims toward the dock.

Still quite a far away from it, he sticks his head above the water.

Snake spots two Genome Soldiers in cold-weather gear on patrol. He slips back underwater.

Cast credits roll during this sequence.

Snake, now much closer to the dock, pops his head back out above water.

He looks around.

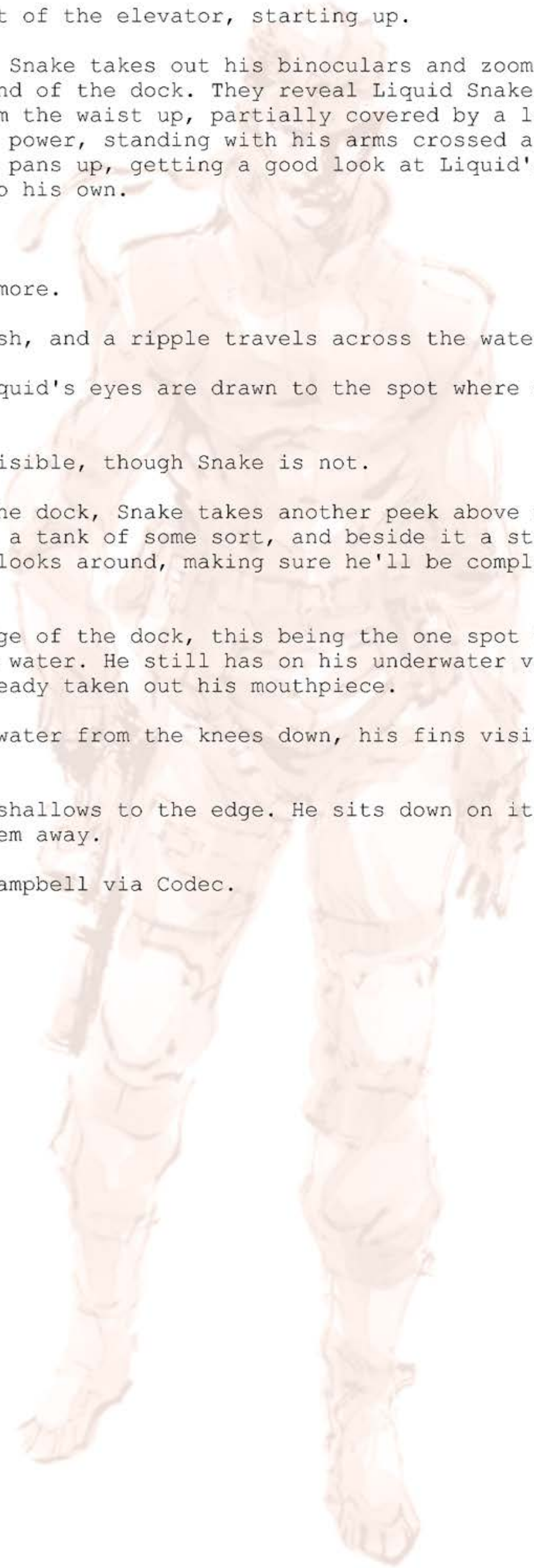
Right in front of him, a mischief of mice runs past and a soldier passes by.

Unaware of Snake observing him from below, the soldier walks on.

From not too far away comes a man's voice.

LIQUID
Stay alert! He'll be through here... I know it.

LIQUID
I'm going to swat down a couple of bothersome flies.



Sound of a motor, that of the elevator, starting up.

Still treading water, Snake takes out his binoculars and zooms in on the elevator at the far end of the dock. They reveal Liquid Snake, in the flesh. He's naked from the waist up, partially covered by a leather longcoat. He projects power, standing with his arms crossed as the elevator rises. Snake pans up, getting a good look at Liquid's face. It is indeed identical to his own.

Liquid's cast credit.

Snake submerges once more.

There is a light splash, and a ripple travels across the water.

From the elevator, Liquid's eyes are drawn to the spot where Snake disappeared.

The ripple is still visible, though Snake is not.

At the west side of the dock, Snake takes another peek above water. In front of him there is a tank of some sort, and beside it a stack of metal barrels. Snake looks around, making sure he'll be completely out of sight.

He climbs onto the edge of the dock, this being the one spot that sits above the rest of the water. He still has on his underwater vest and goggles, but he's already taken out his mouthpiece.

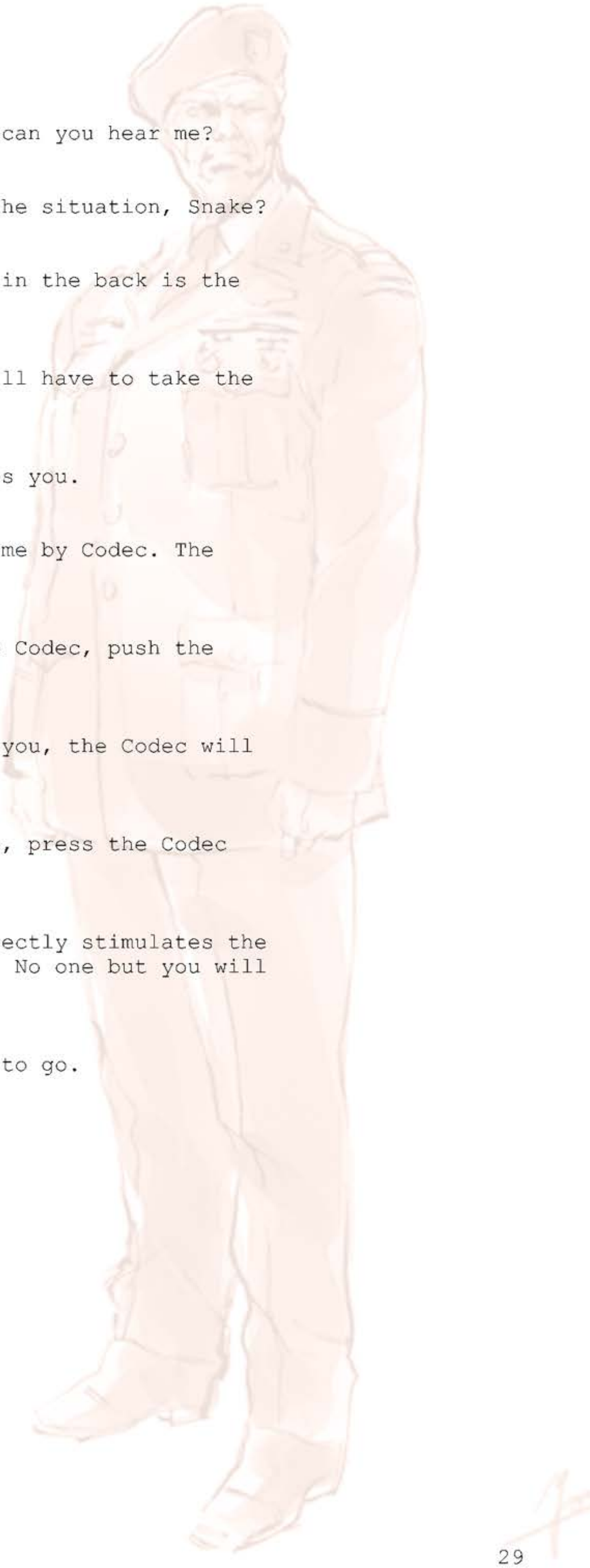
Snake remains in the water from the knees down, his fins visible beneath the surface.

Snake moves from the shallows to the edge. He sits down on it, removes his fins, and puts them away.

Snake then contacts Campbell via Codec.

Infiltration 3

Infiltration Codec Call



SNAKE
This is Snake. Colonel, can you hear me?

CAMPBELL
Loud and clear. What's the situation, Snake?

SNAKE
Looks like the elevator in the back is the only way up.

CAMPBELL
Just as I expected. You'll have to take the elevator to the surface.

CAMPBELL
But make sure nobody sees you.

CAMPBELL
If you need to, contact me by Codec. The frequency is 140.85.

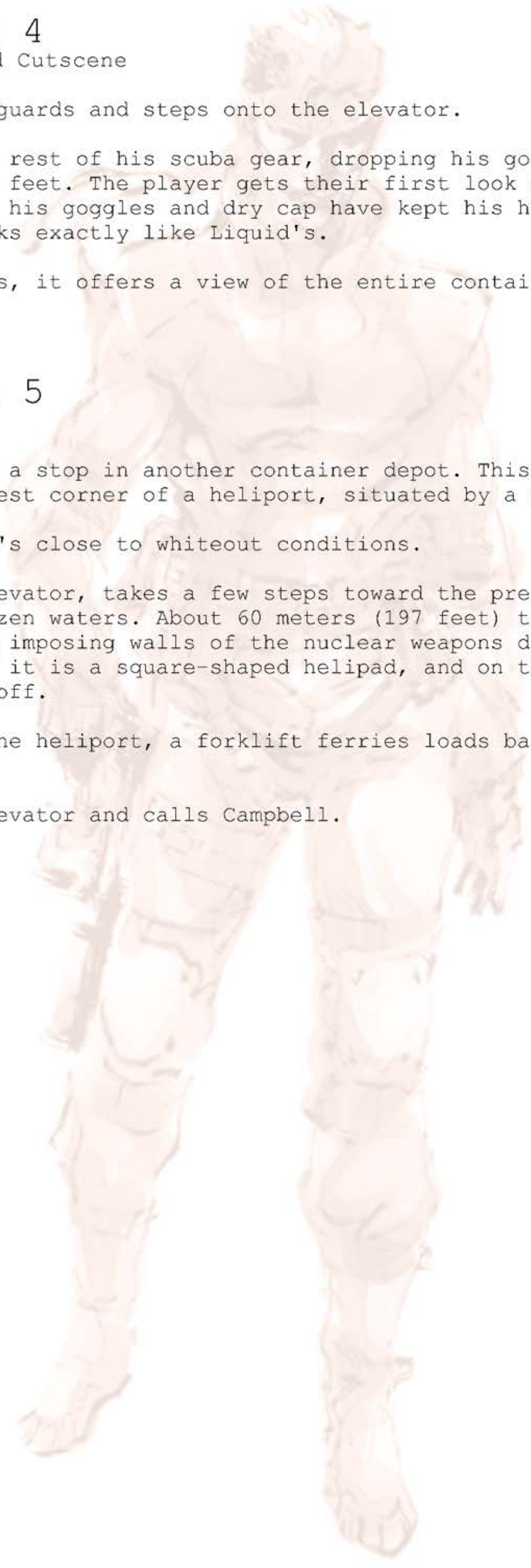
CAMPBELL
When you want to use the Codec, push the Codec Button.

CAMPBELL
When we need to contact you, the Codec will beep.

CAMPBELL
When you hear that noise, press the Codec Button.

CAMPBELL
The Codec's receiver directly stimulates the small bones of your ear. No one but you will be able to hear it.

SNAKE
Got it. Okay. I'm ready to go.



Infiltration 4
Snake's Face Revealed Cutscene

Snake slips past the guards and steps onto the elevator.

He starts to shed the rest of his scuba gear, dropping his goggles, tank, and fins at his feet. The player gets their first look at Snake's grim face. Until now, his goggles and dry cap have kept his head covered. His face looks exactly like Liquid's.

As the elevator climbs, it offers a view of the entire container dock.

Infiltration 5
Heliport Cutscene

The elevator comes to a stop in another container depot. This one is located in the southwest corner of a heliport, situated by a precipice.

With the blizzard, it's close to whiteout conditions.

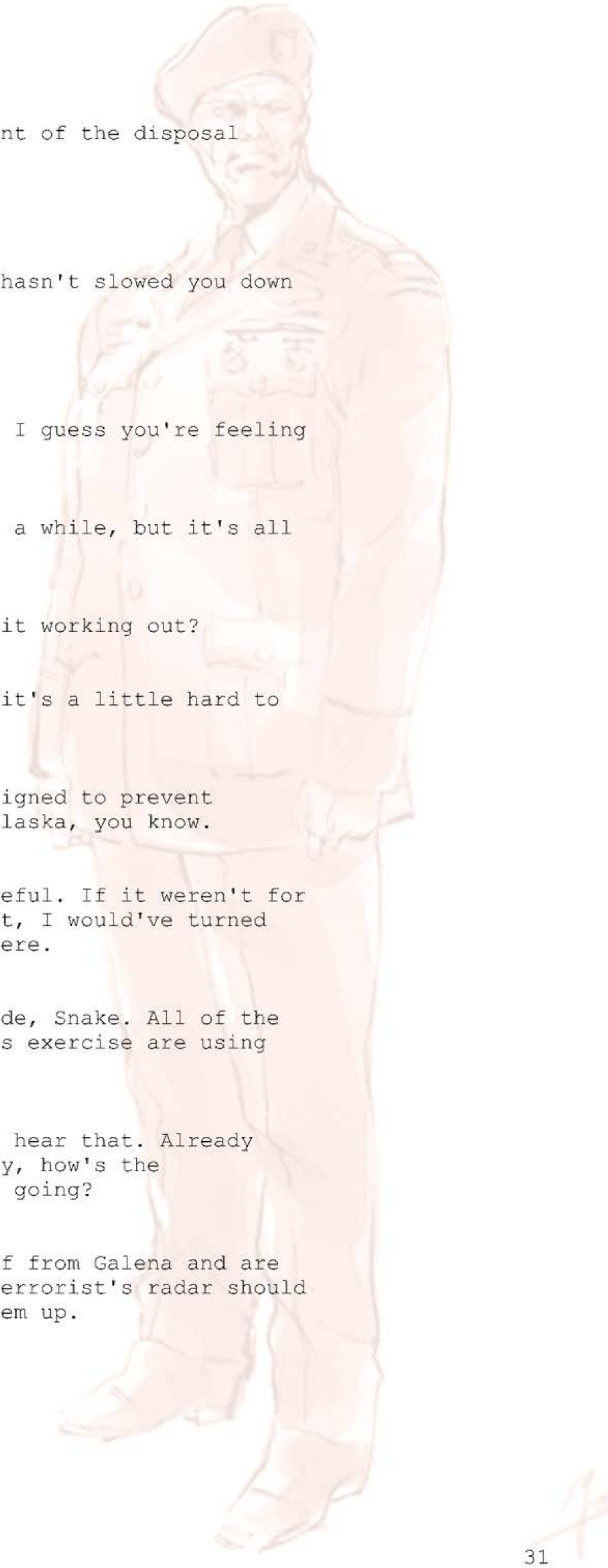
Snake gets off the elevator, takes a few steps toward the precipice, and looks down at the frozen waters. About 60 meters (197 feet) to the north, he can see the imposing walls of the nuclear weapons disposal facility. In front of it is a square-shaped helipad, and on that is a Hind D about to take off.

On the left side of the heliport, a forklift ferries loads back and forth.

Snake gets off the elevator and calls Campbell.

Infiltration 6

Heliport Codec Call



SNAKE
It's Snake. I'm in front of the disposal facility.

*If player arrived quickly

CAMPBELL
Excellent, Snake. Age hasn't slowed you down one bit.

*If player took a while

CAMPBELL
That took a long time. I guess you're feeling a little rusty.

SNAKE
Don't worry. It's been a while, but it's all coming back to me.

NAOMI
How's that Sneaking Suit working out?

SNAKE
I'm nice and dry, but it's a little hard to move.

NAOMI
Bear with it. It's designed to prevent hypothermia. This is Alaska, you know.

SNAKE
Take it easy, I'm grateful. If it weren't for your suit and your shot, I would've turned into a popsicle out there.

NAOMI
An anti-freezing peptide, Snake. All of the Genome Soldiers in this exercise are using it.

SNAKE
I see. I'm relieved to hear that. Already tested, huh? By the way, how's the diversionary operation going?

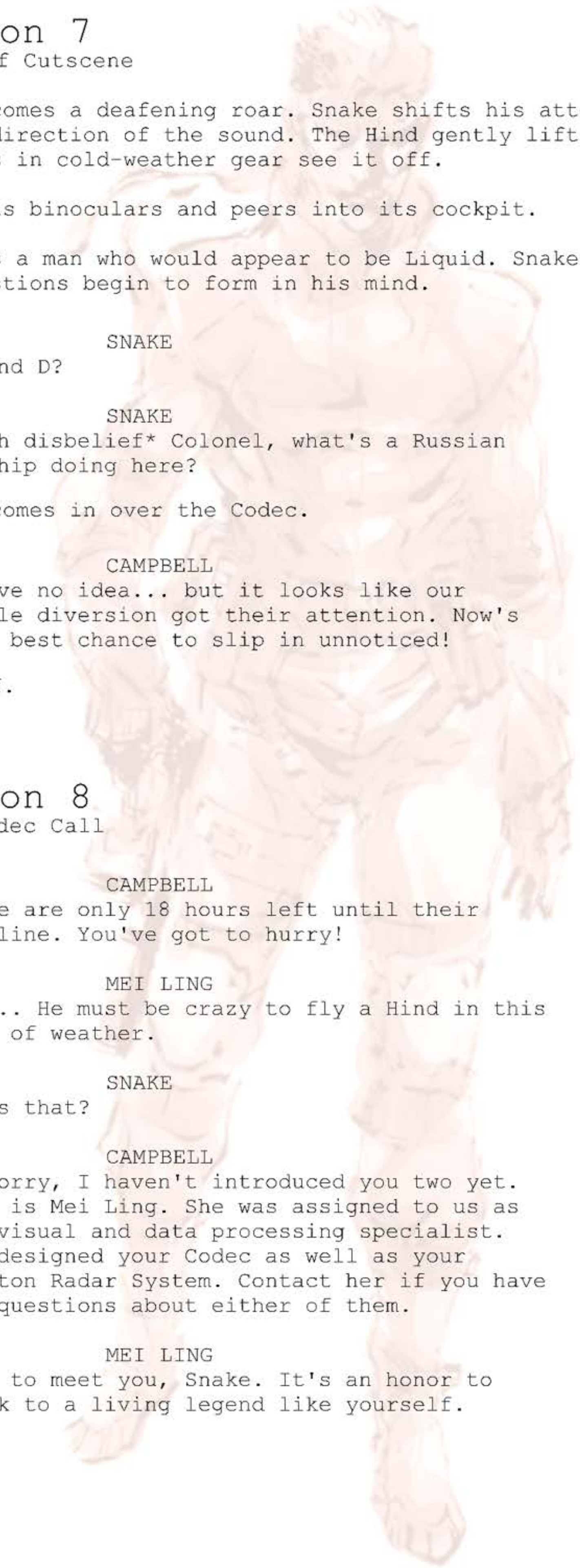
CAMPBELL
Two F-16s just took off from Galena and are headed your way. The terrorist's radar should have already picked them up.

Infiltration 7
Helicopter Takeoff Cutscene

From the helipad comes a deafening roar. Snake shifts his attention from the Codec to the direction of the sound. The Hind gently lifts into the air. More soldiers in cold-weather gear see it off.

Snake takes out his binoculars and peers into its cockpit.

At the controls is a man who would appear to be Liquid. Snake studies the aircraft. Questions begin to form in his mind.



SNAKE
A Hind D?

SNAKE
with disbelief Colonel, what's a Russian gunship doing here?

Campbell's voice comes in over the Codec.

CAMPBELL
I have no idea... but it looks like our little diversion got their attention. Now's your best chance to slip in unnoticed!

The Hind flies off.

Infiltration 8
Enter Mei Ling Codec Call

CAMPBELL
There are only 18 hours left until their deadline. You've got to hurry!

MEI LING
Wow... He must be crazy to fly a Hind in this kind of weather.

SNAKE
Who's that?

CAMPBELL
Oh sorry, I haven't introduced you two yet. This is Mei Ling. She was assigned to us as our visual and data processing specialist. She designed your Codec as well as your Soliton Radar System. Contact her if you have any questions about either of them.

MEI LING
Nice to meet you, Snake. It's an honor to speak to a living legend like yourself.

Visual of Mei Ling appears on the monitor.

SNAKE
...

MEI LING
What's wrong?

SNAKE
Nothing... I just didn't expect a world-class designer of military technology to be so... cute.

MEI LING
You're just flattering me... (She's actually pleased.)

SNAKE
No, I'm serious. Well I know I won't be bored for the next 18 hours.

MEI LING
C'mon... I can't believe I'm being hit on by the famous Solid Snake... But I'm surprised... You're very frank for a trained killer.

SNAKE
Looks like we both have a lot to learn about each other.

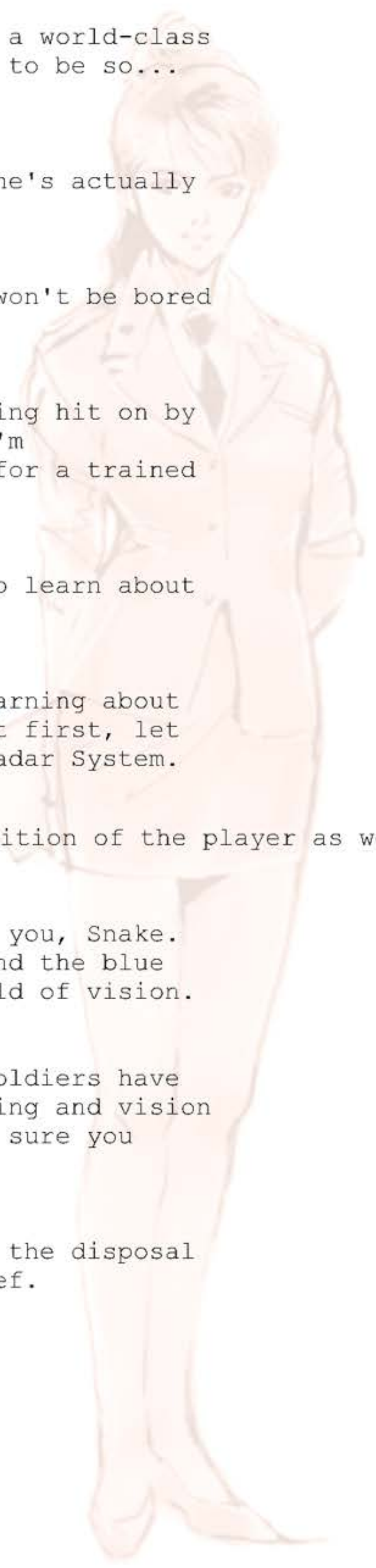
MEI LING
Yeah. I'm looking forward to learning about the man behind the legend... But first, let me explain about your Soliton Radar System.

The radar appears on-screen. It shows the position of the player as well as the positions of enemies.

MEI LING
The bright dot in the middle is you, Snake. The red dots are your enemies and the blue cone shape represents their field of vision.

NAOMI
Be careful, Snake. The Genome Soldiers have highly developed senses of hearing and vision due to their gene therapy. Make sure you don't let them see you.

CAMPBELL
First, I want you to infiltrate the disposal site and look for the DARPA Chief.



NAOMI
The DARPA Chief was injected with the same GPS transmitting nanomachines as you.

MEI LING
He should appear on your radar as a green dot.

CAMPBELL
Get whatever information you can from him about the terrorists. If he's alive that is...

MEI LING
Snake, your radar isn't affected by the weather, but if you're discovered by an enemy you won't be able to use it.

CAMPBELL
Yes. It gets jammed easily I'm afraid.

MEI LING
Yes. It's all made from currently existing technology. You won't be able to use it in an area with strong harmonic resonance. So be careful.

CAMPBELL
We'll be monitoring your movements by radar... so contact us by Codec anytime you want.

SNAKE
Got it. I'll call if I'm feeling lonely.

NAOMI
Seriously, Snake. We're here to back you up, so call if you need some information or advice.

MEI LING
I'm also in charge of your mission data. Contact me if you want me to record your current status.

MEI LING
My frequency is 140.96. It's a dedicated frequency for saving data. Don't forget it.

CAMPBELL
Remember, except for your binoculars, you're naked. You need to arm yourself with whatever weapons you can find.

SNAKE
I remember. First I'm strip searched by Dr. Naomi here... and then all my weapons are taken away. Imagine yourself put in that position.

NAOMI
Well, if you make it back in one piece, maybe I'll let you do a strip search on me.

SNAKE
I'll hold you to that, Doctor. By the way, sorry to disappoint you, but I did manage to smuggle out my smokes.

NAOMI
How did you do that?

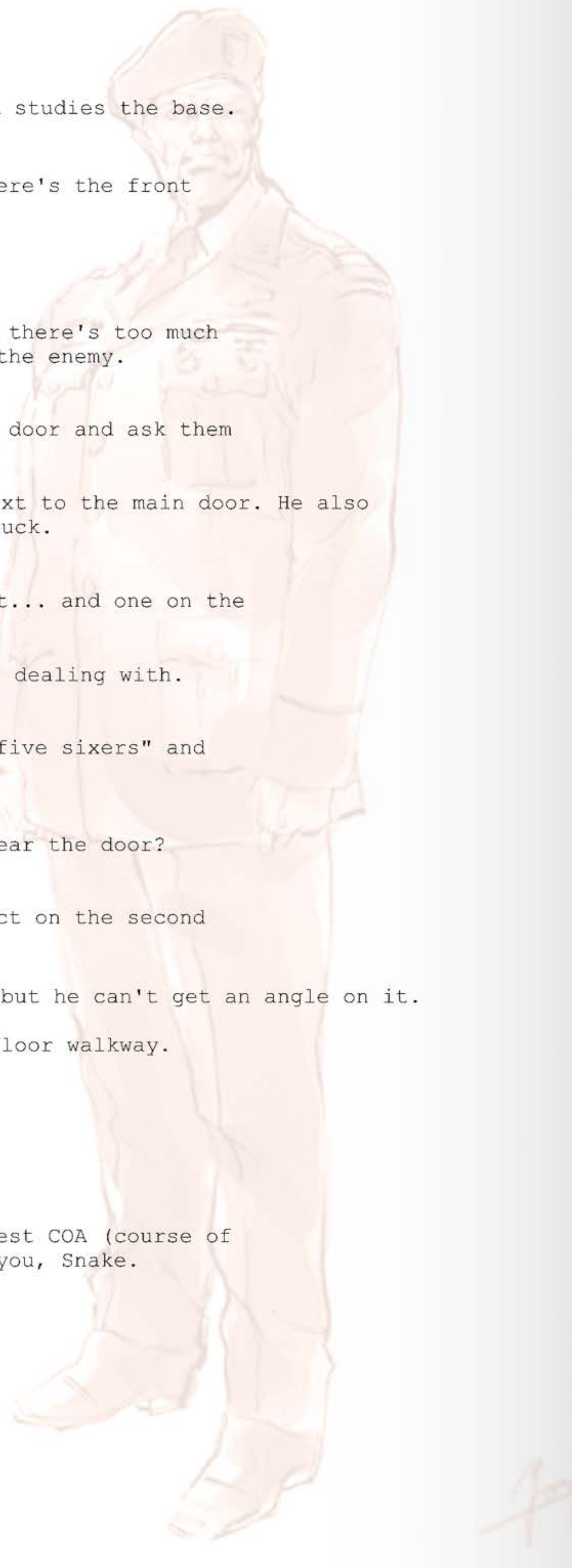
SNAKE
In my stomach. Thanks to the shot you gave me that suppressed my stomach acids.

MEI LING
Cigarettes? How are those going to help you?

SNAKE
You never know.

Infiltration 9

Binoculars Recon Cutscene



Snake takes his binoculars back out and studies the base.

CAMPBELL
If you want to get in, there's the front door.

He zooms in on the main door.

CAMPBELL
It's the fastest way, but there's too much risk of being spotted by the enemy.

SNAKE
I can't just knock on the door and ask them to let me in.

Snake zooms in on a first-floor duct next to the main door. He also identifies one soldier in front of a truck.

SNAKE
... One sentry on the left... and one on the right...

He pans over, checking to see what he's dealing with.

SNAKE
They're armed with "five five sixers" and pineapples...

CAMPBELL
What about the air duct near the door?

CAMPBELL
There should also be a duct on the second floor.

Snake looks for the second-floor duct, but he can't get an angle on it.

There's another soldier on the second-floor walkway.

SNAKE
I can't see it from here.

Snake puts away his binoculars.

CAMPBELL
I'll let you decide the best COA (course of action). I'm counting on you, Snake.

Infiltration 10

Truck Dropoff Cutscene

Snake is underneath a cardboard box in the back of the truck parked at the heliport.

A soldier peers through the window and mutters to himself:

SOLDIER A
Is this all there is to load?

*If the box's destination is the heliport

SOLDIER A
To the Heliport, huh...

*If the box's destination is the canyon

SOLDIER A
To the canyon, huh...

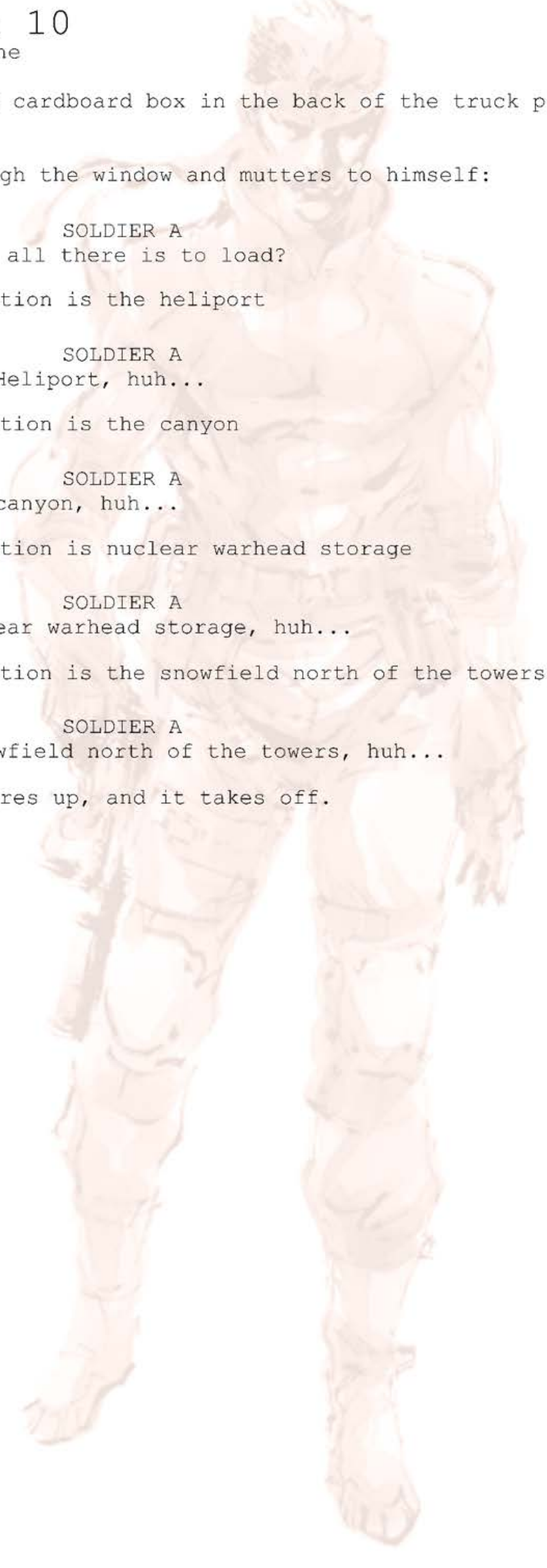
*If the box's destination is nuclear warhead storage

SOLDIER A
To nuclear warhead storage, huh...

*If the box's destination is the snowfield north of the towers

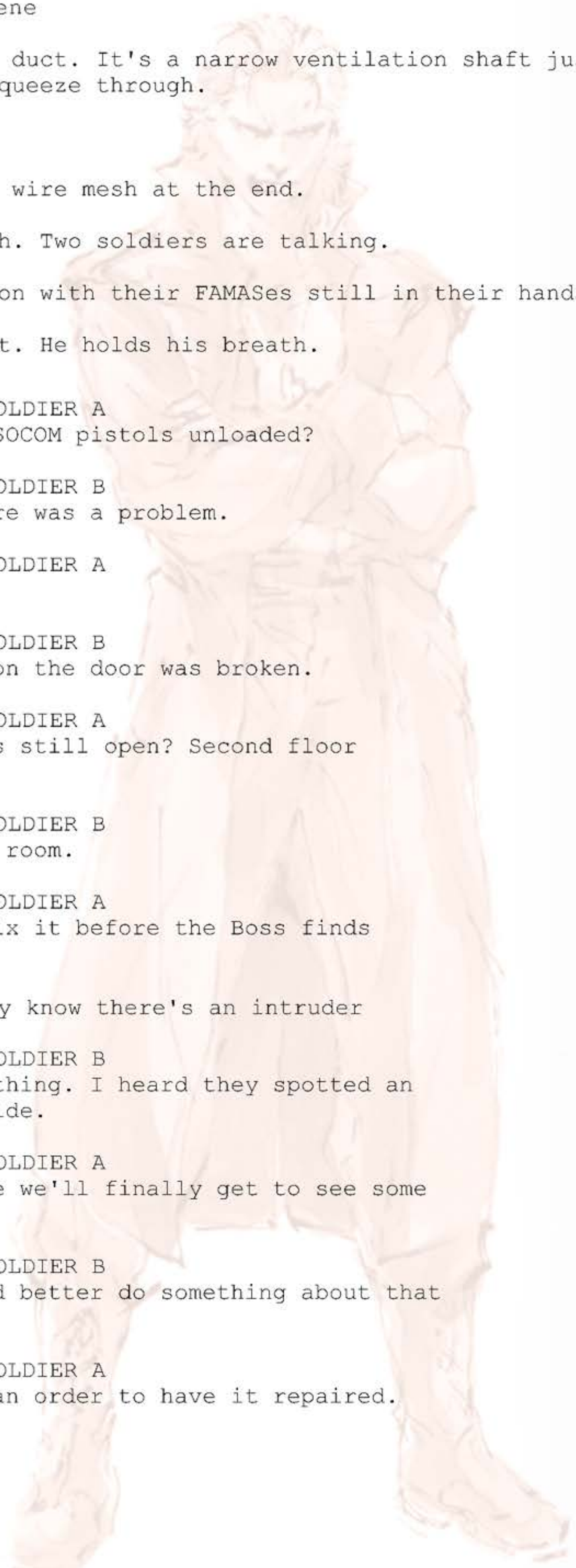
SOLDIER A
The snowfield north of the towers, huh...

The truck's engine fires up, and it takes off.



Meeting the DARPA Chief 1

Weapon Location Hint Cutscene



The Tank Hangar first floor duct. It's a narrow ventilation shaft just big enough for someone to squeeze through.

Snake crawls down it.

Light bleeds in through the wire mesh at the end.

Snake peeks through the mesh. Two soldiers are talking.

They're standing at attention with their FAMASes still in their hands.

Snake is right at their feet. He holds his breath.

SOLDIER A
Were all the SOCOM pistols unloaded?

SOLDIER B
Yeah. But there was a problem.

SOLDIER A
What is it?

SOLDIER B
The security on the door was broken.

SOLDIER A
So the door is still open? Second floor where?

SOLDIER B
The east side room.

SOLDIER A
We'd better fix it before the Boss finds out...

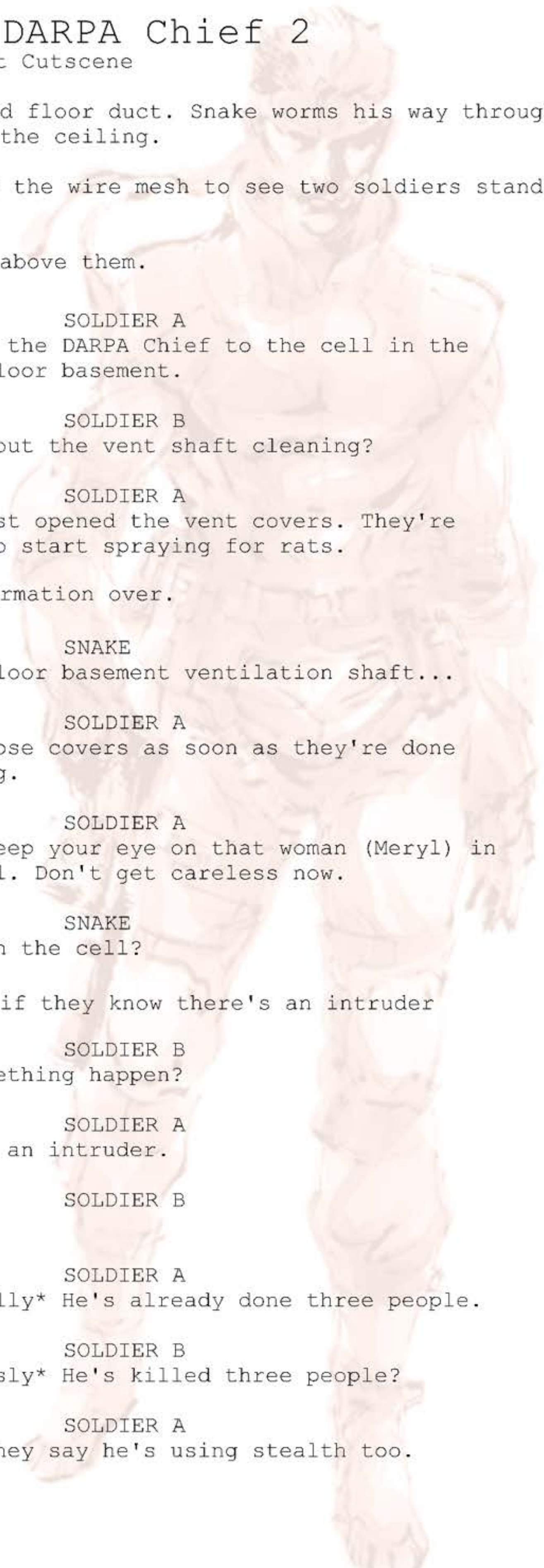
*Additional dialogue if they know there's an intruder

SOLDIER B
But that's nothing. I heard they spotted an intruder outside.

SOLDIER A
Really!? Maybe we'll finally get to see some action...

SOLDIER B
Yeah, but we'd better do something about that door.

SOLDIER A
Let's put in an order to have it repaired.



Meeting the DARPA Chief 2

Chief's Location Hint Cutscene

The Tank Hangar second floor duct. Snake worms his way through the tight ventilation shaft in the ceiling.

He looks down through the wire mesh to see two soldiers standing around talking.

Snake's face appears above them.

SOLDIER A
I moved the DARPA Chief to the cell in the first floor basement.

SOLDIER B
What about the vent shaft cleaning?

SOLDIER A
They just opened the vent covers. They're about to start spraying for rats.

Snake chews this information over.

SNAKE
First floor basement ventilation shaft...

SOLDIER A
Shut those covers as soon as they're done spraying.

SOLDIER A
Also, keep your eye on that woman (Meryl) in the cell. Don't get careless now.

SNAKE
Woman in the cell?

*Additional dialogue if they know there's an intruder

SOLDIER B
Did something happen?

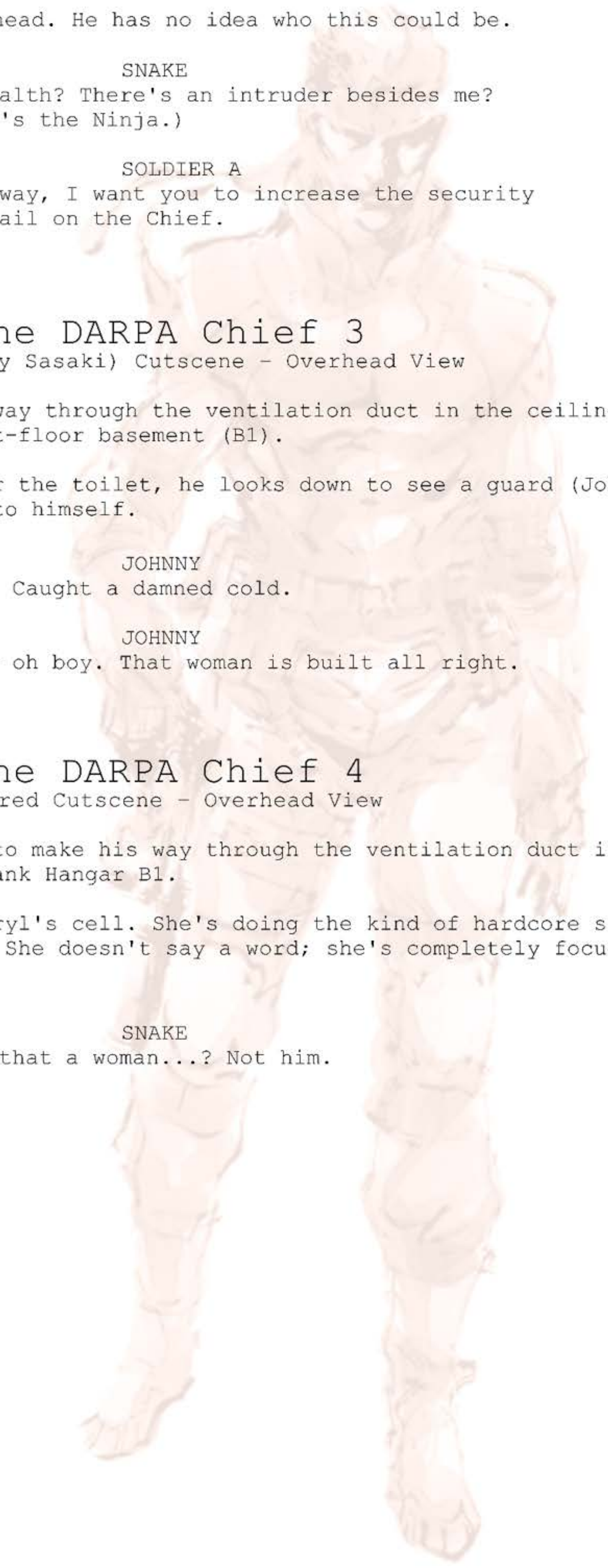
SOLDIER A
There's an intruder.

SOLDIER B
Really?

SOLDIER A
fearfully He's already done three people.

SOLDIER B
seriously He's killed three people?

SOLDIER A
Yeah. They say he's using stealth too.



Snake tilts his head. He has no idea who this could be.

SNAKE
Stealth? There's an intruder besides me?
(It's the Ninja.)

SOLDIER A
Anyway, I want you to increase the security detail on the Chief.

Meeting the DARPA Chief 3

The Guard (Johnny Sasaki) Cutscene - Overhead View

Snake makes his way through the ventilation duct in the ceiling of the Tank Hangar first-floor basement (B1).

As he passes over the toilet, he looks down to see a guard (Johnny Sasaki) talking to himself.

JOHNNY
... Caught a damned cold.

JOHNNY
Boy oh boy. That woman is built all right.

Meeting the DARPA Chief 4

Prisoner Discovered Cutscene - Overhead View

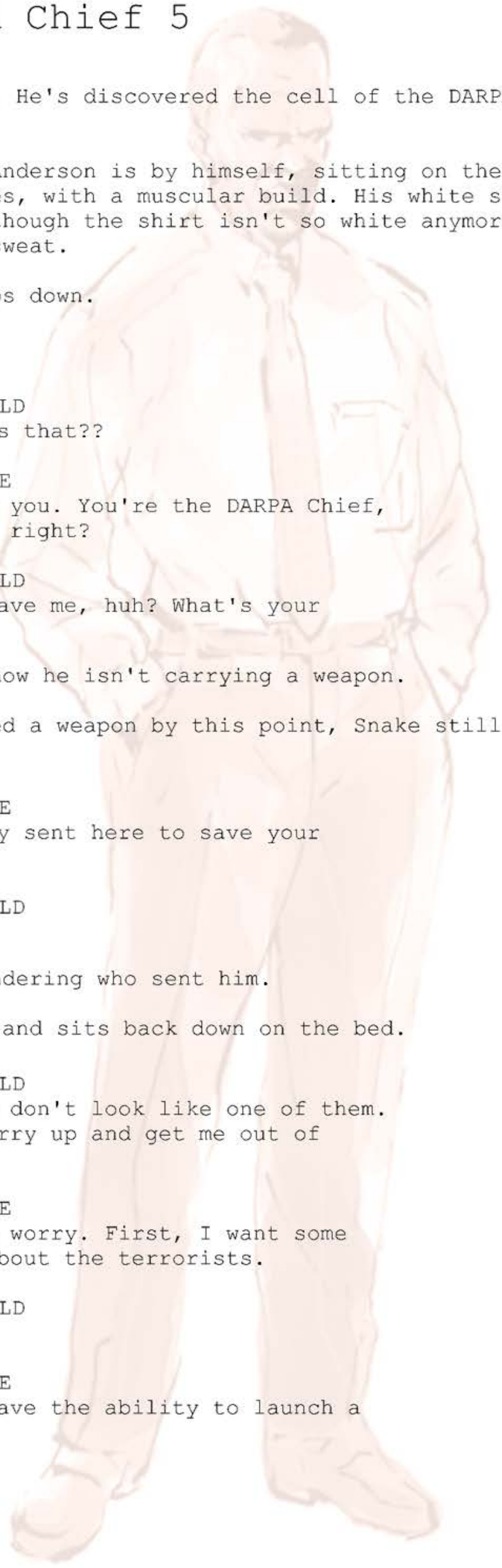
Snake continues to make his way through the ventilation duct in the ceiling of the Tank Hangar B1.

He peeps into Meryl's cell. She's doing the kind of hardcore sit-ups a Marine might do. She doesn't say a word; she's completely focused on the exercise.

SNAKE
Is that a woman...? Not him.

Meeting the DARPA Chief 5

DARPA Chief Cutscene



Snake continues down the duct. He's discovered the cell of the DARPA Chief, Donald Anderson.

It's squalid and poorly lit. Anderson is by himself, sitting on the bed. He's a Black man in his forties, with a muscular build. His white shirt and tie suggest he's a suit, though the shirt isn't so white anymore —it's stained with blood and sweat.

Snake opens the grate and drops down.

Anderson gets up off the bed.

DONALD
Who... who, who's that??

SNAKE
I'm here to save you. You're the DARPA Chief, Donald Anderson, right?

DONALD
You're here to save me, huh? What's your outfit?

Snake holds up his hands to show he isn't carrying a weapon.

Even if the player has acquired a weapon by this point, Snake still raises his hands.

SNAKE
I'm the pawn they sent here to save your worthless butt.

DONALD
Really?

Anderson looks Snake over, wondering who sent him.

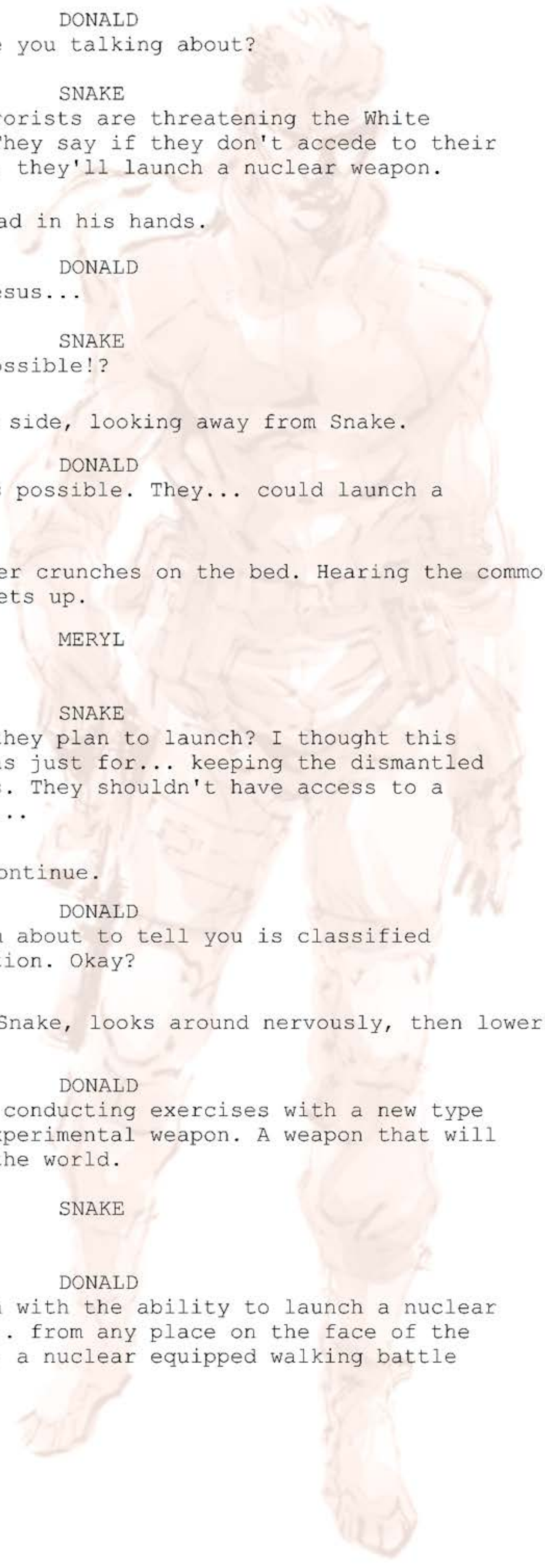
He relaxes his guard a little and sits back down on the bed.

DONALD
It's true... You don't look like one of them. In that case, hurry up and get me out of here.

SNAKE
Slow down. Don't worry. First, I want some information... about the terrorists.

DONALD
The terrorists?

SNAKE
Do they really have the ability to launch a nuke?



DONALD
What are you talking about?

SNAKE
The terrorists are threatening the White House. They say if they don't accede to their demands, they'll launch a nuclear weapon.

Anderson holds his head in his hands.

DONALD
Sweet Jesus...

SNAKE
Is it possible!?

Anderson turns to the side, looking away from Snake.

DONALD
... It's possible. They... could launch a nuke.

Meryl's still doing her crunches on the bed. Hearing the commotion next-door, she stops and gets up.

MERYL
Wha...?

SNAKE
How do they plan to launch? I thought this place was just for... keeping the dismantled warheads. They shouldn't have access to a missile...

Snake and the Chief continue.

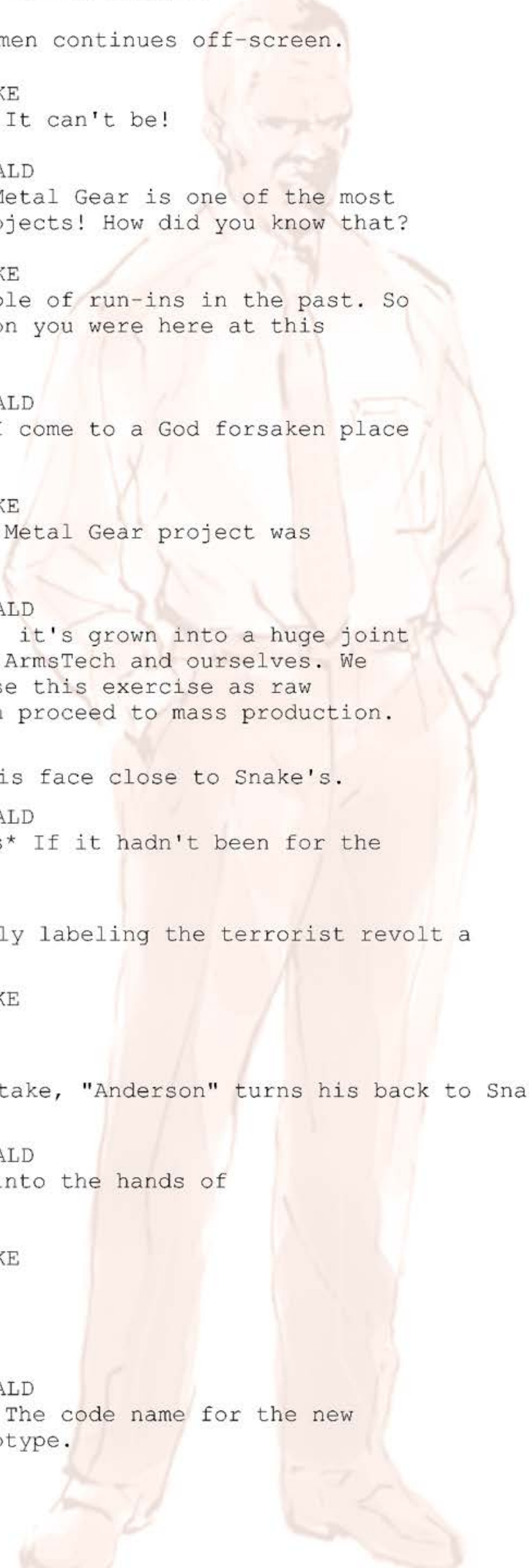
DONALD
What I'm about to tell you is classified information. Okay?

Anderson walks up to Snake, looks around nervously, then lowers his voice.

DONALD
We were conducting exercises with a new type of... experimental weapon. A weapon that will change the world.

SNAKE
What?

DONALD
A weapon with the ability to launch a nuclear attack... from any place on the face of the earth... a nuclear equipped walking battle tank.



Visuals of Metal Gear resting in its hangar.

The conversation between the men continues off-screen.

SNAKE
Metal Gear!?... It can't be!

DONALD
... You knew!? Metal Gear is one of the most secret black projects! How did you know that?

SNAKE
We've had a couple of run-ins in the past. So that's the reason you were here at this disposal site?

DONALD
Why else would I come to a God forsaken place like this.

SNAKE
I had heard the Metal Gear project was scrapped.

DONALD
On the contrary, it's grown into a huge joint project between ArmsTech and ourselves. We were going to use this exercise as raw data... and then proceed to mass production.

Anderson leans in, bringing his face close to Snake's.

DONALD
with bitterness If it hadn't been for the revolution...

(Octopus slips up, accidentally labeling the terrorist revolt a "revolution.")

SNAKE
Revolution...?

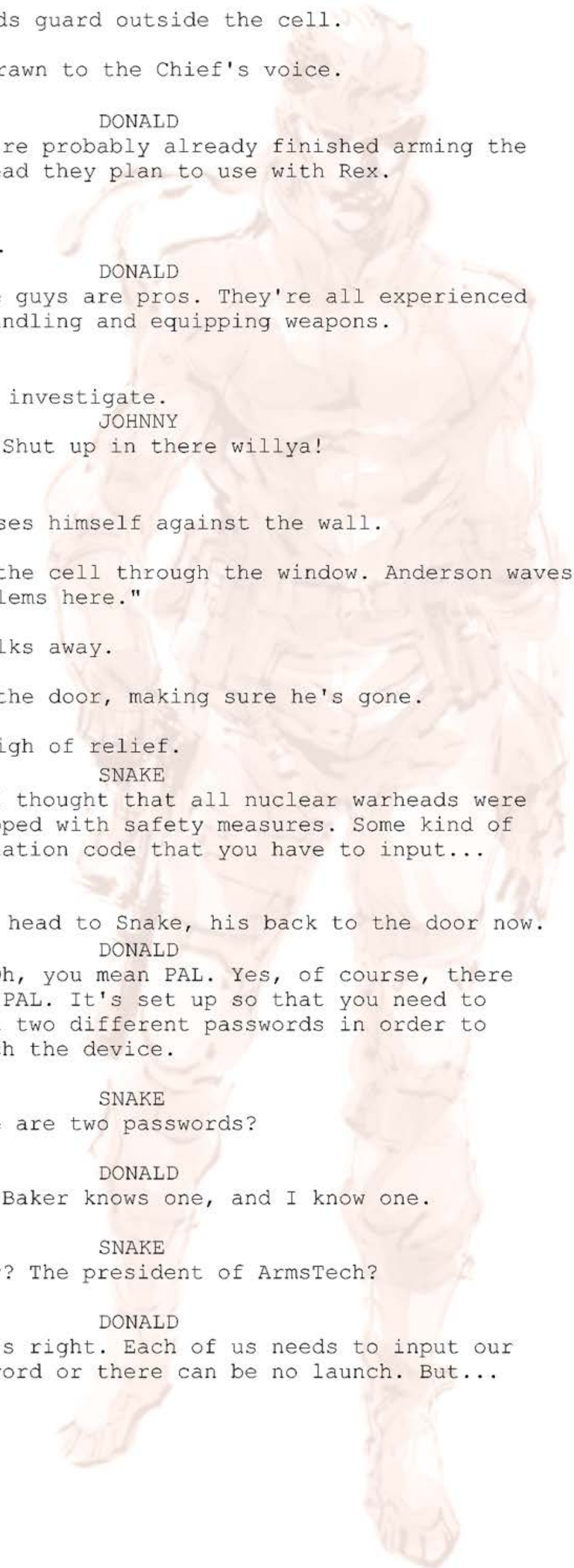
A little flustered by his mistake, "Anderson" turns his back to Snake before continuing.

DONALD
Rex has fallen into the hands of terrorists...

SNAKE
Rex?

Anderson turns back around.

DONALD
Metal Gear Rex. The code name for the new Metal Gear prototype.



Johnny Sasaki stands guard outside the cell.

His attention is drawn to the Chief's voice.

DONALD
They're probably already finished arming the warhead they plan to use with Rex.

Anderson continues.

DONALD
These guys are pros. They're all experienced in handling and equipping weapons.

Johnny has come to investigate.

JOHNNY
Hey! Shut up in there willya!

Snake quickly presses himself against the wall.

Johnny scopes out the cell through the window. Anderson waves him off as if to say "No problems here."

Johnny nods and walks away.

Anderson moves to the door, making sure he's gone.

Snake breathes a sigh of relief.

SNAKE
But I thought that all nuclear warheads were equipped with safety measures. Some kind of detonation code that you have to input...

Anderson turns his head to Snake, his back to the door now.

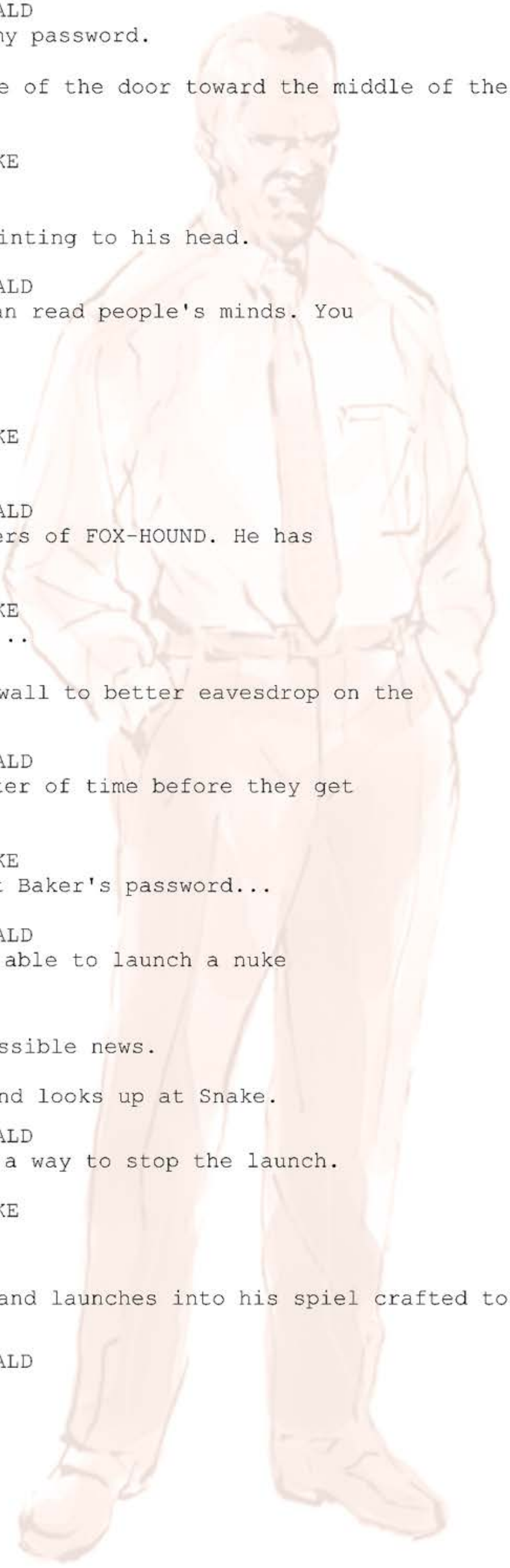
DONALD
... Oh, you mean PAL. Yes, of course, there is a PAL. It's set up so that you need to input two different passwords in order to launch the device.

SNAKE
There are two passwords?

DONALD
Yes. Baker knows one, and I know one.

SNAKE
Baker? The president of ArmsTech?

DONALD
That's right. Each of us needs to input our password or there can be no launch. But...



DONALD
They found out my password.

Snake moves away from the side of the door toward the middle of the cell again.

SNAKE
You talked?

The Chief walks and talks, pointing to his head.

DONALD
Psycho Mantis can read people's minds. You can't resist.

Anderson saunters to the bed.

SNAKE
Psycho Mantis?

DONALD
One of the members of FOX-HOUND. He has psychic powers.

SNAKE
... This is bad...

Meryl presses her ear to the wall to better eavesdrop on the conversation.

DONALD
It's just a matter of time before they get Baker's too...

SNAKE
If they find out Baker's password...

DONALD
Yes. They'll be able to launch a nuke anytime.

Snake winces at this worst possible news.

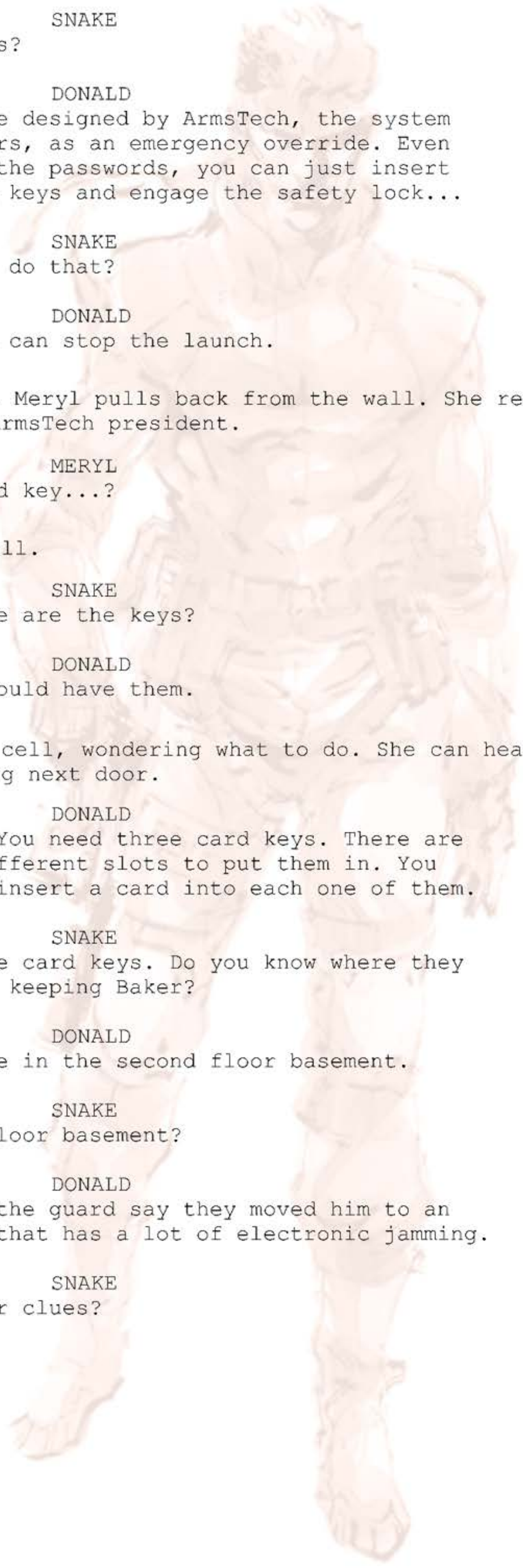
Anderson uncrosses his arms and looks up at Snake.

DONALD
But... there is a way to stop the launch.

SNAKE
What?

Anderson gets up off the bed and launches into his spiel crafted to manipulate Snake.

DONALD
The card keys.



SNAKE
Card keys?

DONALD
They were designed by ArmsTech, the system developers, as an emergency override. Even without the passwords, you can just insert the card keys and engage the safety lock...

SNAKE
And if I do that?

DONALD
Yes. You can stop the launch.

Hearing about the key, Meryl pulls back from the wall. She remembers the key she got from the ArmsTech president.

MERYL
That card key...?

Back to the Chief's cell.

SNAKE
So, where are the keys?

DONALD
Baker should have them.

Meryl paces about her cell, wondering what to do. She can hear the conversation continuing next door.

DONALD
Listen. You need three card keys. There are three different slots to put them in. You need to insert a card into each one of them.

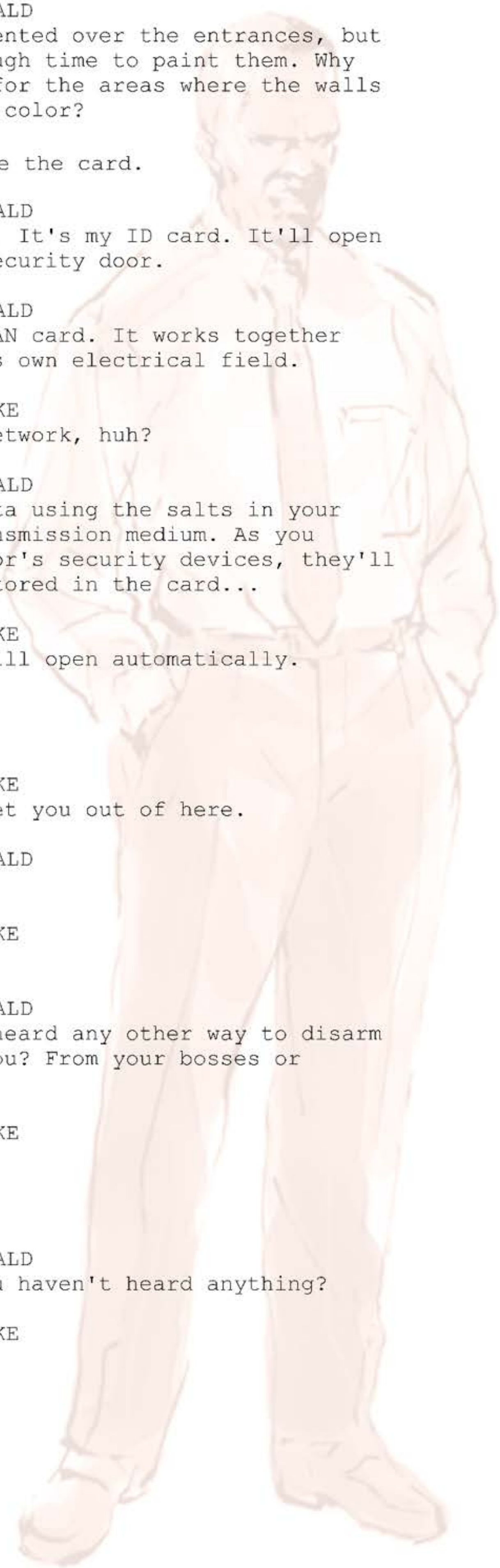
SNAKE
OK, three card keys. Do you know where they might be keeping Baker?

DONALD
Somewhere in the second floor basement.

SNAKE
Second floor basement?

DONALD
I heard the guard say they moved him to an area... that has a lot of electronic jamming.

SNAKE
Any other clues?



DONALD
Yes... They cemented over the entrances, but didn't have enough time to paint them. Why don't you look for the areas where the walls are a different color?

Anderson rises and hands Snake the card.

DONALD
Here, take this. It's my ID card. It'll open any level one security door.

DONALD
It's called a PAN card. It works together with your body's own electrical field.

SNAKE
Personal Area Network, huh?

DONALD
It transmits data using the salts in your body as the transmission medium. As you approach the door's security devices, they'll read the data stored in the card...

SNAKE
And the doors will open automatically. Gotcha.

Snake takes the card.

SNAKE
OK. I'm gonna get you out of here.

DONALD
Wait a minute.

SNAKE
What is it?

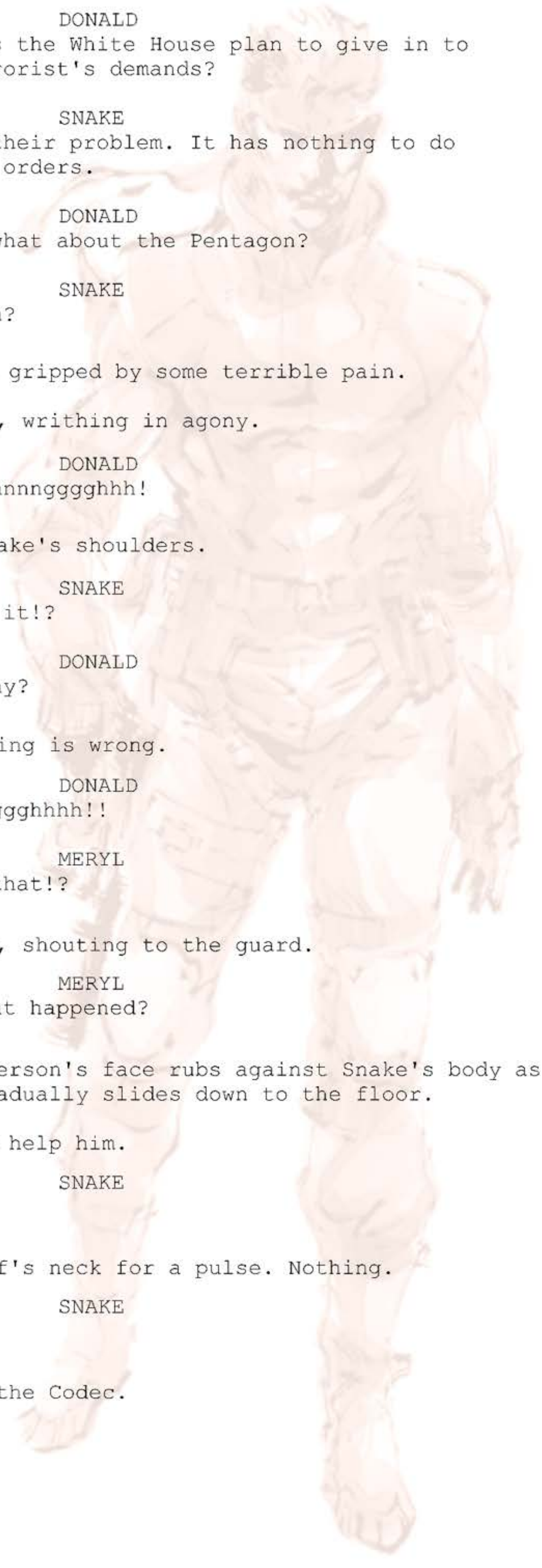
DONALD
You... haven't heard any other way to disarm the PAL, have you? From your bosses or anyone.

SNAKE
No.

The Chief approaches Snake.

DONALD
Are you sure you haven't heard anything?

SNAKE
I just said no.



DONALD
So, does the White House plan to give in to the terrorist's demands?

SNAKE
That's their problem. It has nothing to do with my orders.

DONALD
But... what about the Pentagon?

SNAKE
Pentagon?

Suddenly, Anderson is gripped by some terrible pain.

He grabs at his chest, writhing in agony.

DONALD
... Nnnnnnnggghhh!

Anderson clings to Snake's shoulders.

SNAKE
What is it!?

DONALD
W-w...why?

Meryl realizes something is wrong.

DONALD
Uuuuuugggghhhh!!

MERYL
What's that!?

She bangs on the door, shouting to the guard.

MERYL
Hey! What happened?

The Chief's cell. Anderson's face rubs against Snake's body as he falls to his knees, then gradually slides down to the floor.

Snake is powerless to help him.

SNAKE
Hmmm...

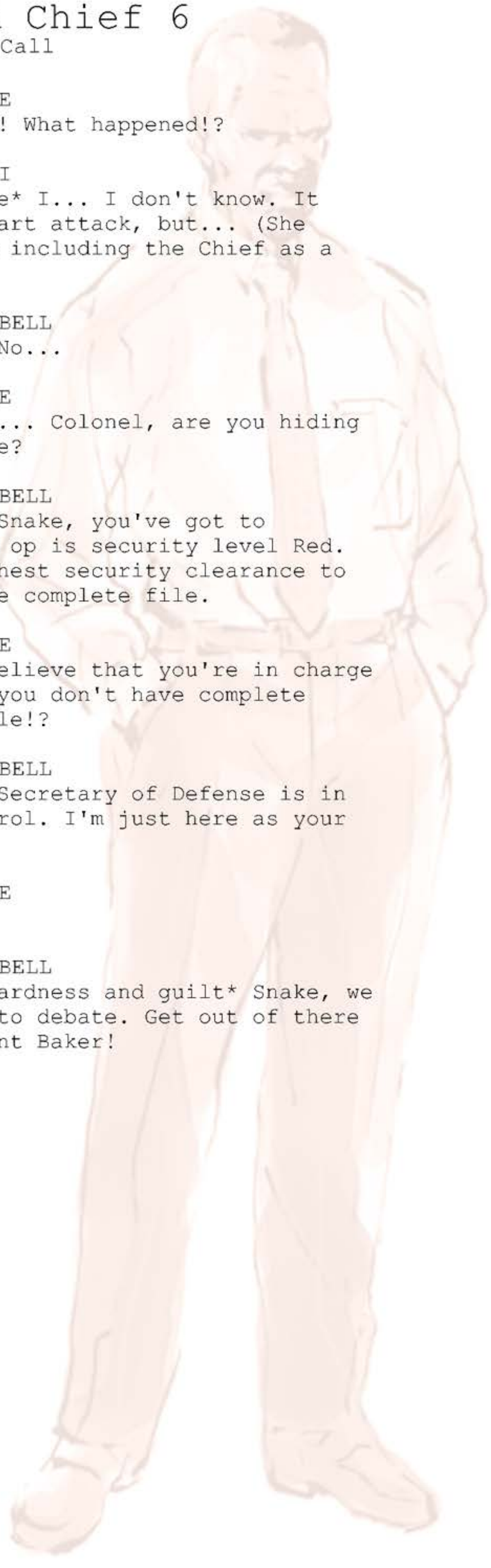
Snake checks the Chief's neck for a pulse. Nothing.

SNAKE
Dead...

He contacts Naomi on the Codec.

Meeting the DARPA Chief 6

Post-DARPA Chief Death Codec Call



SNAKE
Naomi, the Chief! What happened!?

NAOMI
shaking a little I... I don't know. It looked like a heart attack, but... (She doesn't remember including the Chief as a target.)

CAMPBELL
A heart attack? No...

SNAKE
with distrust ... Colonel, are you hiding something from me?

CAMPBELL
Absolutely not. Snake, you've got to understand. This op is security level Red. You need the highest security clearance to get access to the complete file.

SNAKE
You want me to believe that you're in charge of this op, but you don't have complete access to the file!?

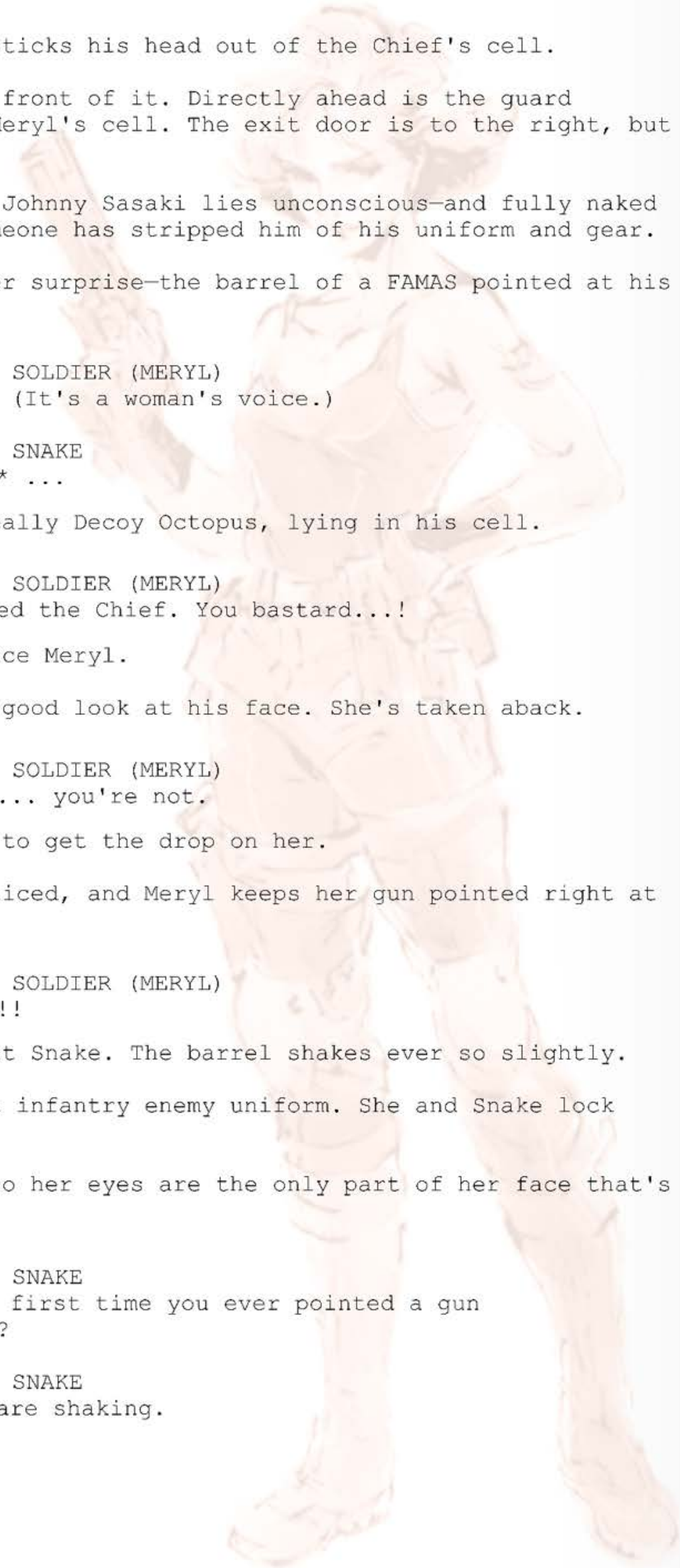
CAMPBELL
I told you. The Secretary of Defense is in operational control. I'm just here as your support...

SNAKE
...

CAMPBELL
hiding his awkwardness and guilt Snake, we don't have time to debate. Get out of there and find President Baker!

Meeting Meryl 1

Meryl Contact Cutscene



Snake ever so carefully sticks his head out of the Chief's cell.

There's an open space in front of it. Directly ahead is the guard station. To the left is Meryl's cell. The exit door is to the right, but it's closed.

Snake looks to his left. Johnny Sasaki lies unconscious—and fully naked at that—on the floor. Someone has stripped him of his uniform and gear.

Snake quickly gets another surprise—the barrel of a FAMAS pointed at his head.

SOLDIER (MERYL)
Don't move! (It's a woman's voice.)

SNAKE
speechless ...

The body of the Chief, really Decoy Octopus, lying in his cell.

SOLDIER (MERYL)
So you killed the Chief. You bastard...!

Snake slowly pivots to face Meryl.

This gives her her first good look at his face. She's taken aback.

SOLDIER (MERYL)
Liquid!? No... you're not.

Snake sinks down, trying to get the drop on her.

But this doesn't go unnoticed, and Meryl keeps her gun pointed right at Snake.

SOLDIER (MERYL)
Don't move!!!

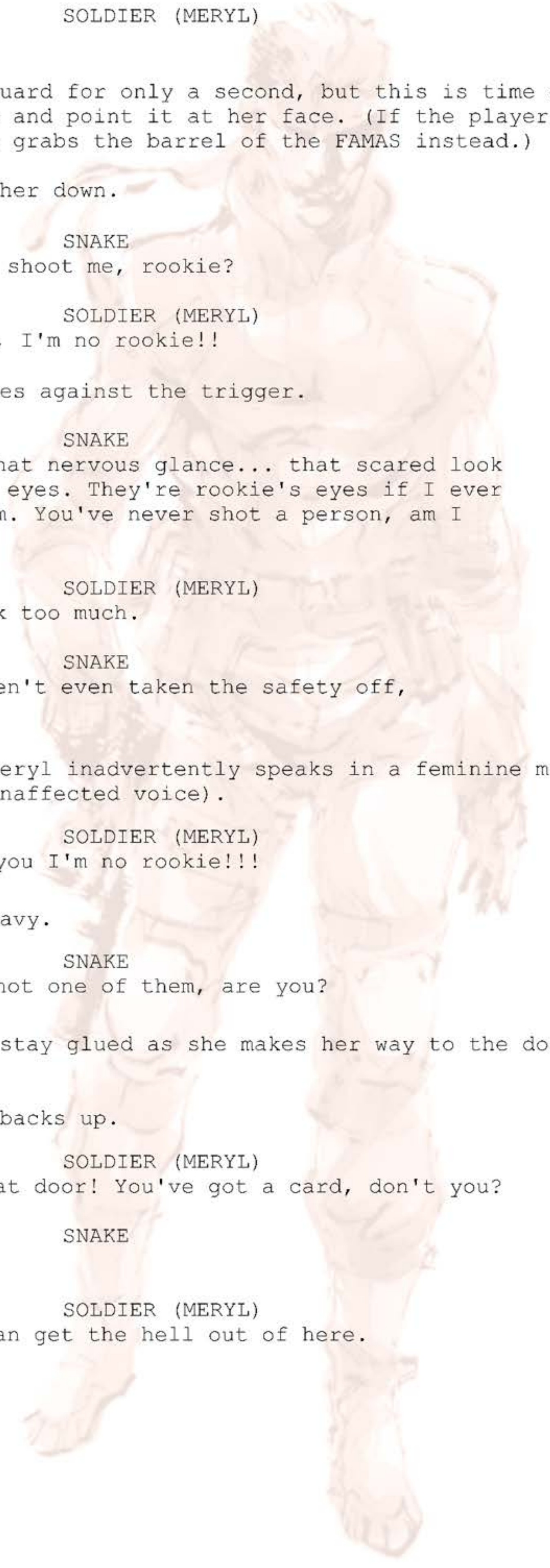
Meryl thrusts the FAMAS at Snake. The barrel shakes ever so slightly.

Meryl is wearing an light infantry enemy uniform. She and Snake lock eyes!

She has on a balaclava, so her eyes are the only part of her face that's visible.

SNAKE
Is this the first time you ever pointed a gun at a person?

SNAKE
Your hands are shaking.



SOLDIER (MERYL)
!!!

Meryl lets down her guard for only a second, but this is time enough for Snake to draw his gun and point it at her face. (If the player doesn't yet have a gun, Snake grabs the barrel of the FAMAS instead.)

The two stare each other down.

SNAKE
Can you shoot me, rookie?

SOLDIER (MERYL)
Careful, I'm no rookie!!

Meryl's finger vibrates against the trigger.

SNAKE
Liar! That nervous glance... that scared look in your eyes. They're rookie's eyes if I ever saw them. You've never shot a person, am I right?

SOLDIER (MERYL)
You talk too much.

SNAKE
You haven't even taken the safety off, rookie.

For the first time, Meryl inadvertently speaks in a feminine manner (i. e., in her natural, unaffected voice).

SOLDIER (MERYL)
I told you I'm no rookie!!!

Her breathing gets heavy.

SNAKE
You're not one of them, are you?

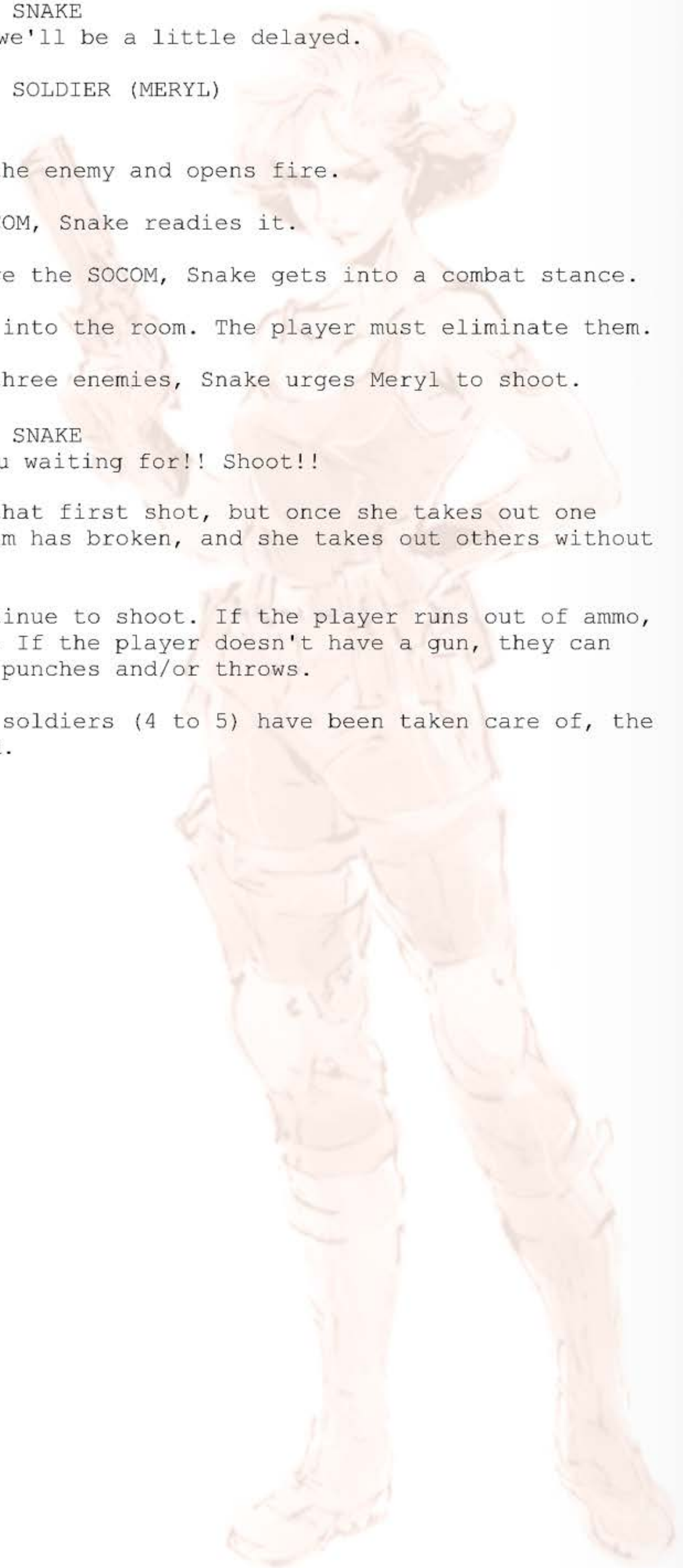
Her and Snake's eyes stay glued as she makes her way to the door on the right.

Little by little she backs up.

SOLDIER (MERYL)
Open that door! You've got a card, don't you?

SNAKE
Why?

SOLDIER (MERYL)
So we can get the hell out of here.



But then, the door opens, and enemy soldiers come pouring in.

SNAKE
Looks like we'll be a little delayed.

SOLDIER (MERYL)
Tch!

Meryl points her gun at the enemy and opens fire.

If the player has the SOCOM, Snake readies it.

If the player doesn't have the SOCOM, Snake gets into a combat stance.

Enemies continue to pour into the room. The player must eliminate them.

Once the player defeats three enemies, Snake urges Meryl to shoot.

SNAKE
What are you waiting for!! Shoot!!

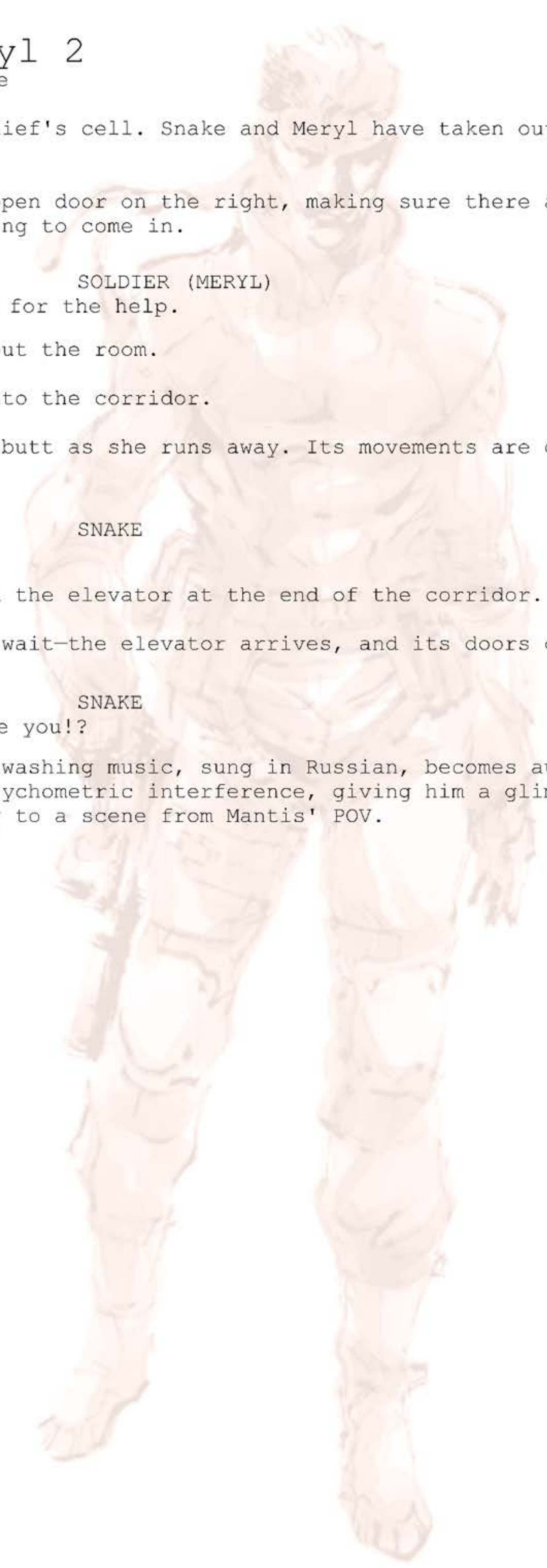
Meryl hesitates to fire that first shot, but once she takes out one soldier, it's like the dam has broken, and she takes out others without stopping.

Meryl and the player continue to shoot. If the player runs out of ammo, Meryl cleans up the rest. If the player doesn't have a gun, they can engage the enemy through punches and/or throws.

Once a certain number of soldiers (4 to 5) have been taken care of, the enemy force is eliminated.

Meeting Meryl 2

Meryl Flees Cutscene



Outside the DARPA Chief's cell. Snake and Meryl have taken out all the soldiers.

Meryl looks at the open door on the right, making sure there aren't any reinforcements waiting to come in.

SOLDIER (MERYL)
Thanks for the help.

Meryl goes running out the room.

Snake follows her into the corridor.

Close-up of Meryl's butt as she runs away. Its movements are decidedly feminine.

SNAKE
Wait!

She's running toward the elevator at the end of the corridor.

She doesn't have to wait—the elevator arrives, and its doors open.

SNAKE
Who are you!?

Psycho Mantis' brainwashing music, sung in Russian, becomes audible. Snake experiences psychometric interference, giving him a glimpse into Mantis' mind leading to a scene from Mantis' POV.

Meeting Meryl 3

Mantis Mind Jump Cutscene

The real Chief lies on a torture device.

He's already dead. The lighting prevents any good look at his face.

Standing over the torture device are Ocelot, Mantis, and Liquid.

LIQUID
angrily You fool! You've killed him!!

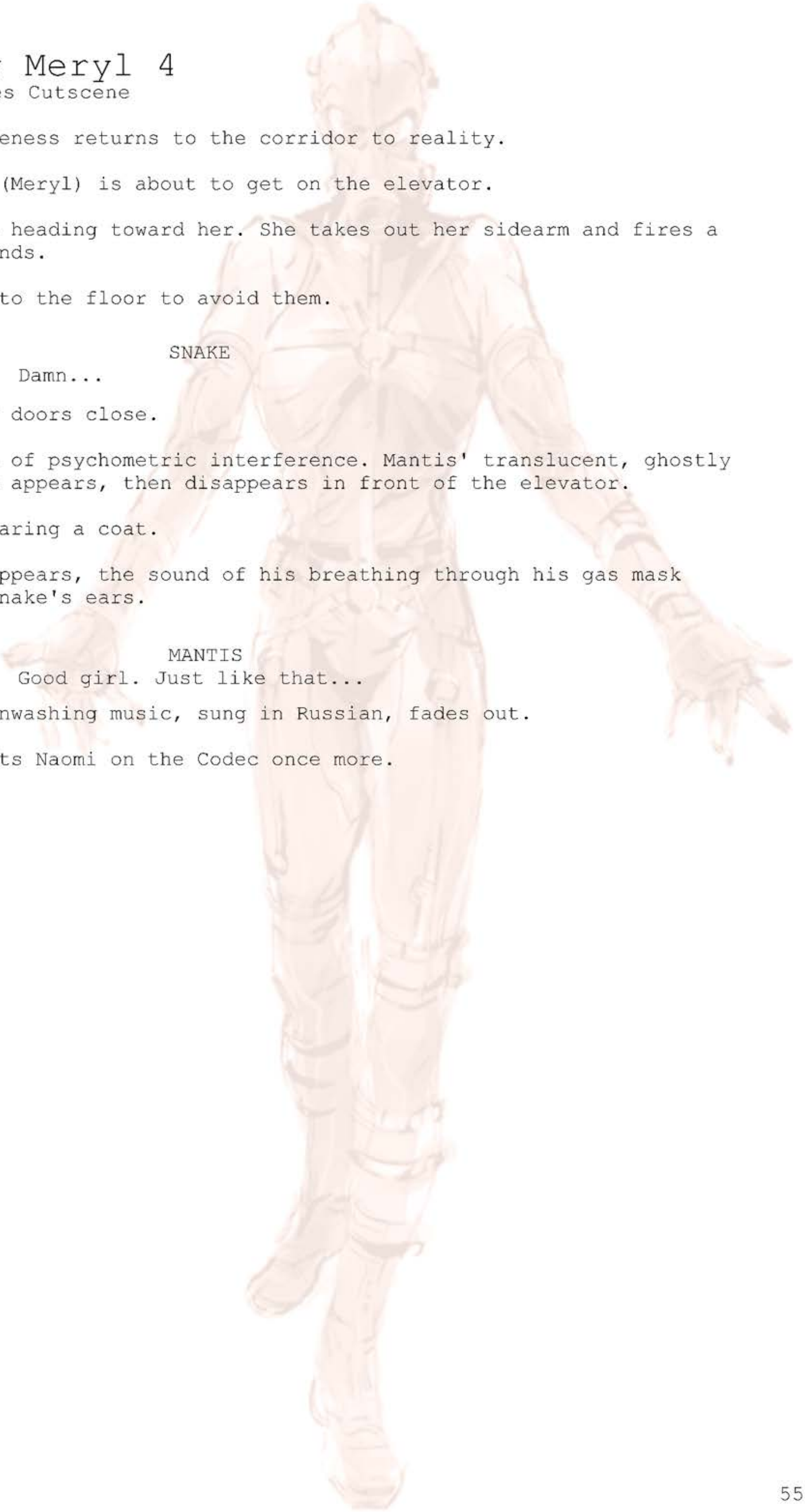
OCELOT
I'm sorry, Sir.

MANTIS
breathing ... His mental shielding was very strong. I couldn't dive into his mind.

LIQUID
impatiently Now we'll never get that detonation code...

MANTIS
Boss, I have a good idea.

Shot of an unconscious Meryl.



Meeting Meryl 4

Meryl Escapes Cutscene

Snake's awareness returns to the corridor to reality.

The soldier (Meryl) is about to get on the elevator.

Snake starts heading toward her. She takes out her sidearm and fires a burst of rounds.

Snake drops to the floor to avoid them.

SNAKE
Damn...

The elevator doors close.

Another bout of psychometric interference. Mantis' translucent, ghostly thought form appears, then disappears in front of the elevator.

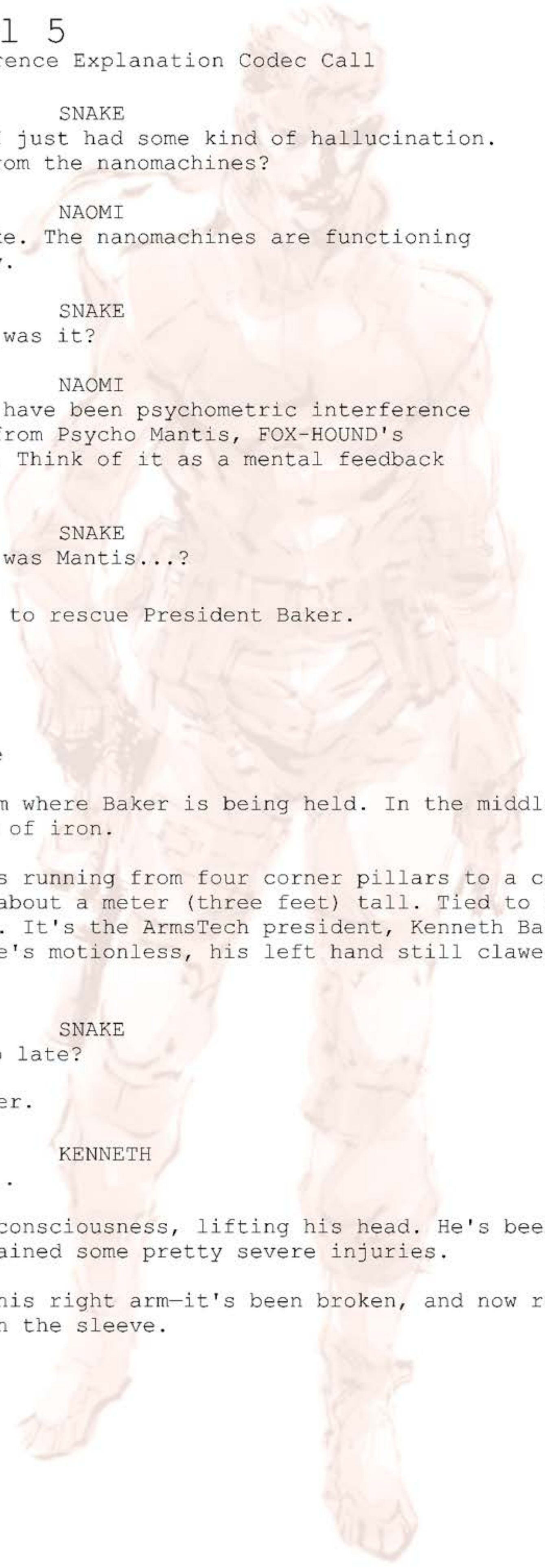
Mantis is wearing a coat.

When he disappears, the sound of his breathing through his gas mask lingers in Snake's ears.

MANTIS
Good girl. Just like that...

Mantis' brainwashing music, sung in Russian, fades out.

Snake contacts Naomi on the Codec once more.



Meeting Meryl 5

Psychometric Interference Explanation Codec Call

SNAKE

Naomi, I just had some kind of hallucination. Is it from the nanomachines?

NAOMI

No, Snake. The nanomachines are functioning properly.

SNAKE

So what was it?

NAOMI

It must have been psychometric interference coming from Psycho Mantis, FOX-HOUND's psychic. Think of it as a mental feedback loop.

SNAKE

So that was Mantis...?

Snake now heads to B2 to rescue President Baker.

VS Ocelot 1

Enter Ocelot Cutscene

Snake reaches the room where Baker is being held. In the middle of it are five pillars made of iron.

There's a web of wires running from four corner pillars to a center pillar, which stands about a meter (three feet) tall. Tied to it is an elderly man in a suit. It's the ArmsTech president, Kenneth Baker. He may already be dead—he's motionless, his left hand still clawed around his cane.

SNAKE

Am I too late?

Snake walks up to Baker.

KENNETH

Oooooo...

Suddenly, he regains consciousness, lifting his head. He's been tortured, having sustained some pretty severe injuries.

One of them being to his right arm—it's been broken, and now rests under his coat instead of in the sleeve.

KENNETH
Huhuuhuhuh...

SNAKE
He's alive...

Snake gets right up under Baker.

SNAKE
You're the ArmsTech president, Kenneth Baker, right?

Baker has just enough strength to muster a slight nod.

SNAKE
Don't worry, I'm here to save you.

Baker looks at Snake as though there's something he desperately has to tell him.

Snake moves his hand to the wires to figure out how to free the president.

KENNETH
Noooo! Don't touch it...

Snake takes a closer look at the wires.

The center pillar, where all the wires converge, has been packed with C4.

A massive amount of the explosive has been positioned right above Baker's head.

SNAKE
C4!

The instant Snake spots the C4, a bullet is fired at his feet.

Snake takes a step back.

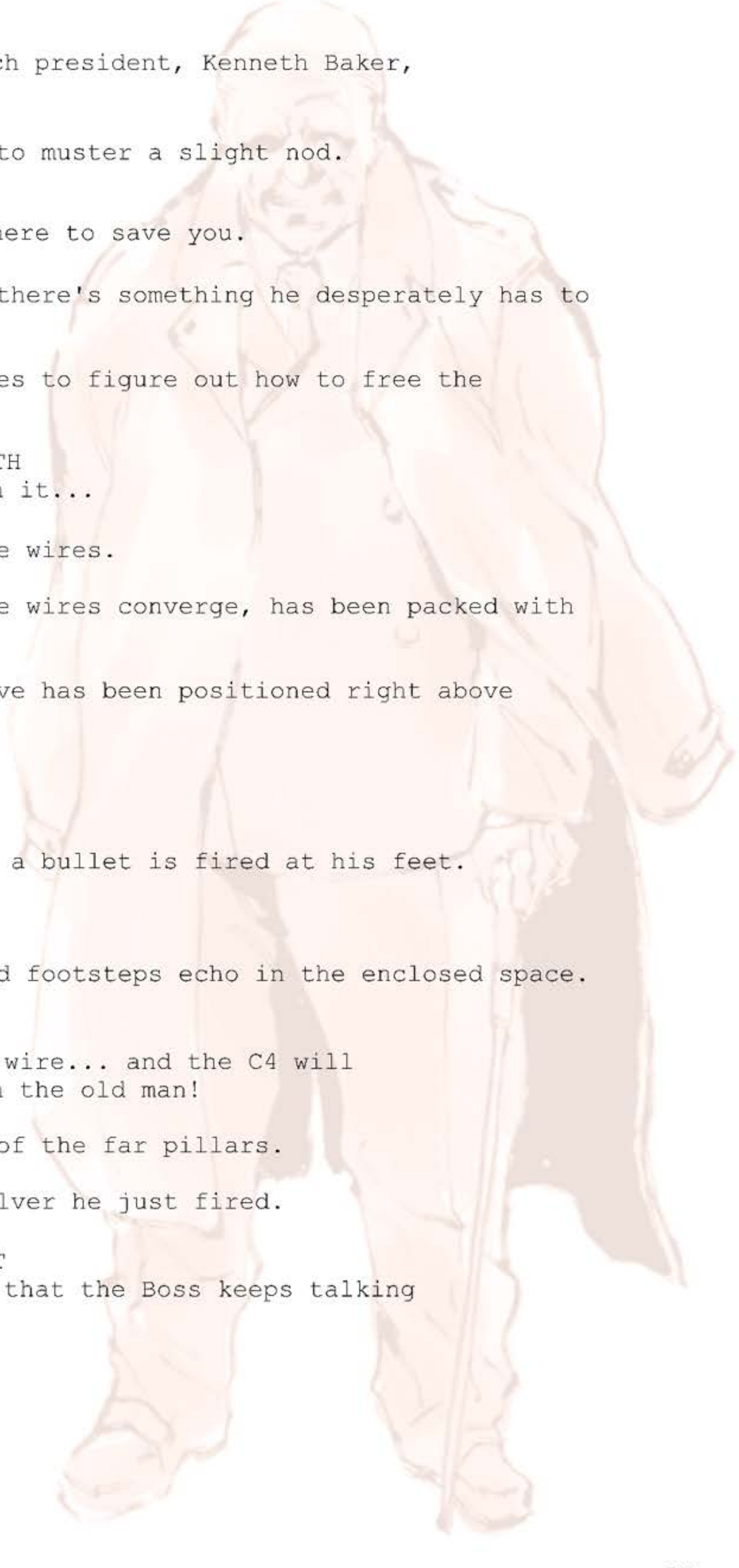
Revolver Ocelot's cool, measured footsteps echo in the enclosed space.

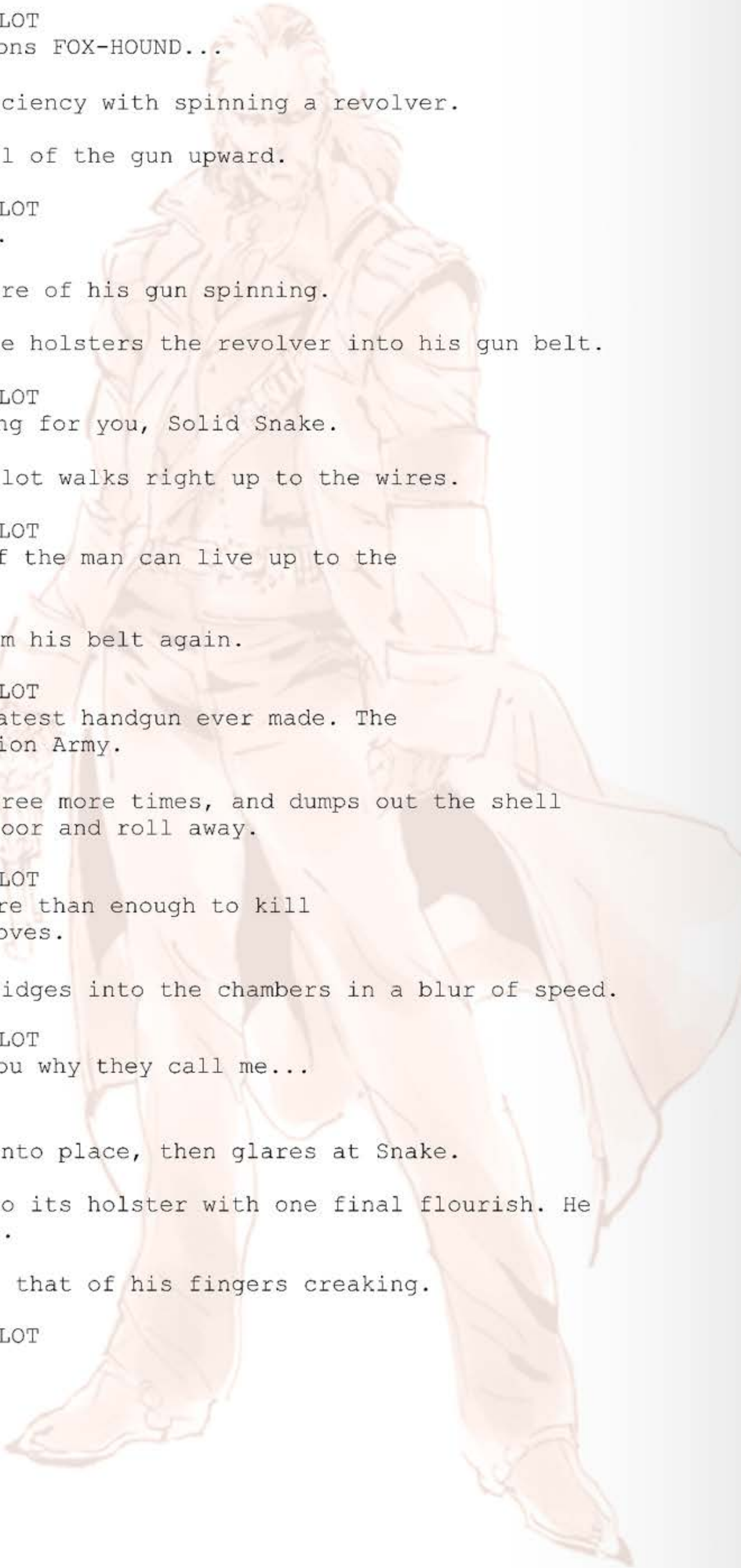
VOICE
Right. Touch that wire... and the C4 will blow up along with the old man!

Ocelot emerges from behind one of the far pillars.

Smoke still rises from the revolver he just fired.

OCELOT
So you're the one that the Boss keeps talking about.





Snake draws back and braces himself.

SNAKE
And you?

OCELOT
Special Operations FOX-HOUND...

Ocelot demonstrates his proficiency with spinning a revolver.

He stops and points the barrel of the gun upward.

OCELOT
Revolver Ocelot.

Ocelot amuses himself with more of his gun spinning.

With a quick, clean motion, he holsters the revolver into his gun belt.

OCELOT
I've been waiting for you, Solid Snake.

Dripping with confidence, Ocelot walks right up to the wires.

OCELOT
Now we'll see if the man can live up to the legend!

Ocelot draws his revolver from his belt again.

OCELOT
This is the greatest handgun ever made. The Colt Single Action Army.

He spins the gun two, then three more times, and dumps out the shell casings. They clink to the floor and roll away.

OCELOT
Six bullets. More than enough to kill anything that moves.

Ocelot then slams fresh cartridges into the chambers in a blur of speed.

OCELOT
Now I'll show you why they call me... "Revolver."

He swings the cylinder back into place, then glares at Snake.

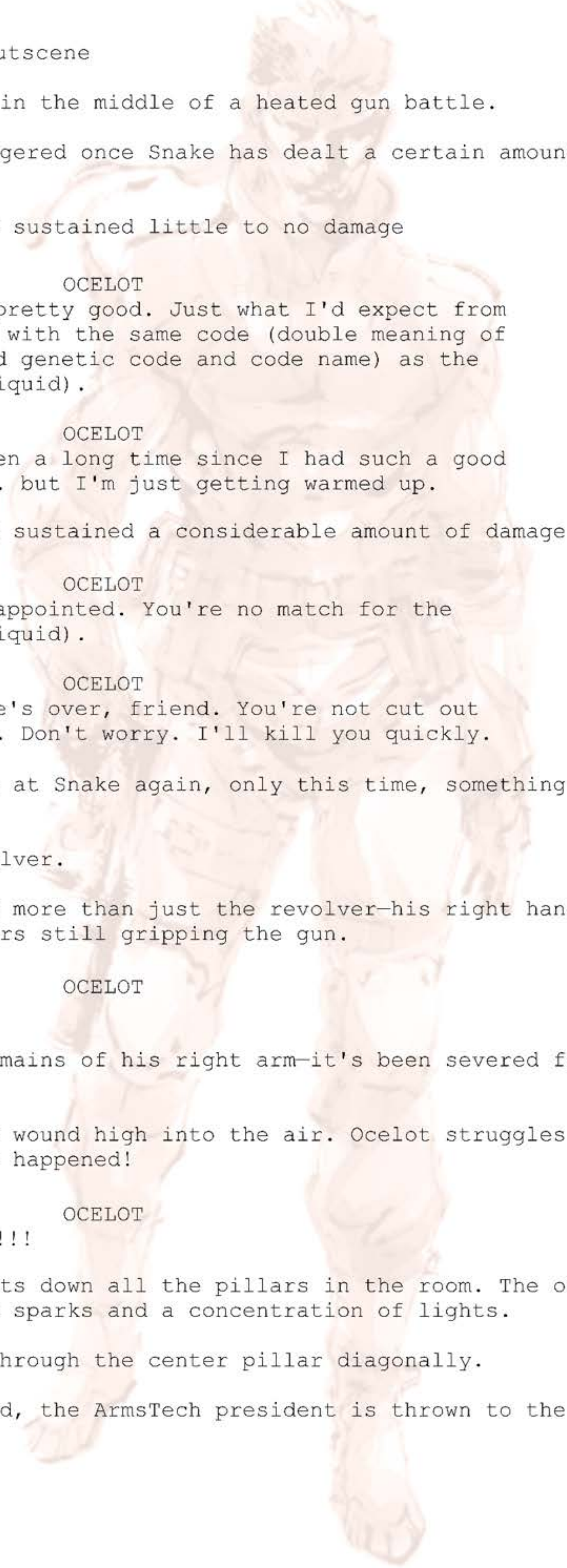
Ocelot returns the revolver to its holster with one final flourish. He relaxes his arms by his sides.

The only sound in the room is that of his fingers creaking.

OCELOT
Draw!

VS Ocelot 2

The Ninja Intrudes Cutscene



Snake and Ocelot are in the middle of a heated gun battle.

The following is triggered once Snake has dealt a certain amount of damage to Ocelot.

*1) If the player has sustained little to no damage

OCELOT
You're pretty good. Just what I'd expect from the man with the same code (double meaning of a shared genetic code and code name) as the Boss (Liquid).

OCELOT
It's been a long time since I had such a good fight... but I'm just getting warmed up.

*2) If the player has sustained a considerable amount of damage

OCELOT
I'm disappointed. You're no match for the Boss (Liquid).

OCELOT
Playtime's over, friend. You're not cut out for war. Don't worry. I'll kill you quickly.

Ocelot points his gun at Snake again, only this time, something strikes his hand.

Ocelot drops his revolver.

In fact, he's dropped more than just the revolver—his right hand lies on the ground, the fingers still gripping the gun.

OCELOT
What!

Ocelot raises what remains of his right arm—it's been severed from below the elbow.

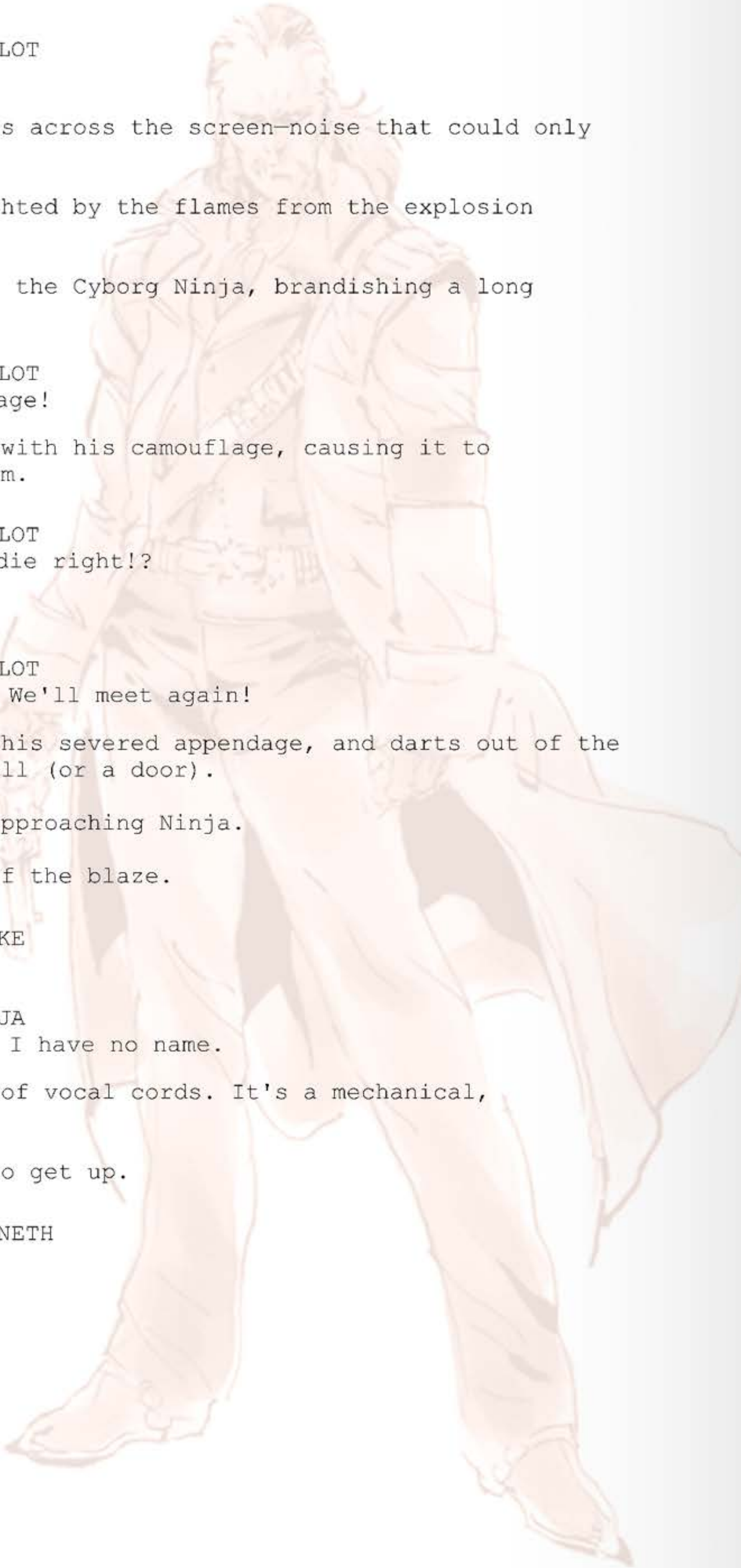
Blood gushes from the wound high into the air. Ocelot struggles to process what has just happened!

OCELOT
My hand!!!

An invisible enemy cuts down all the pillars in the room. The only visual indicators are sparks and a concentration of lights.

The intruder slices through the center pillar diagonally.

With the wires severed, the ArmsTech president is thrown to the ground.



A moment later, the pillar slides down its slanted axis, and the C4 detonates.

The blast slams Ocelot against a wall, delivering a firm blow to the back of his head.

OCELOT
Aaaaaahhh!!

A kind of visual noise travels across the screen—noise that could only come from stealth camouflage.

A silhouette appears, highlighted by the flames from the explosion dancing around it.

It's the distorted outline of the Cyborg Ninja, brandishing a long sword.

OCELOT
Stealth camouflage!

The explosion has interfered with his camouflage, causing it to deactivate and reveal his form.

OCELOT
Can't you even die right!?

Ocelot looks over at Snake.

OCELOT
You were lucky. We'll meet again!

He picks up his revolver and his severed appendage, and darts out of the room through a hole in the wall (or a door).

Snake points his gun at the approaching Ninja.

The Ninja comes ambling out of the blaze.

SNAKE
Who are you!?

NINJA
I'm like you... I have no name.

This voice isn't the product of vocal cords. It's a mechanical, digitized utterance.

Baker tries to use his cane to get up.

KENNETH
Ohhh... Ohhhh!

The Ninja directs his blade toward Baker.

Baker looks up at him, studying his body.

KENNETH
That... that exoskeleton...!

Suddenly, as though some memory has come rushing back to him, the Ninja looks up at the ceiling and lets out a terrible scream!

NINJA
Ggggyyyaaaaaaahhh!!!

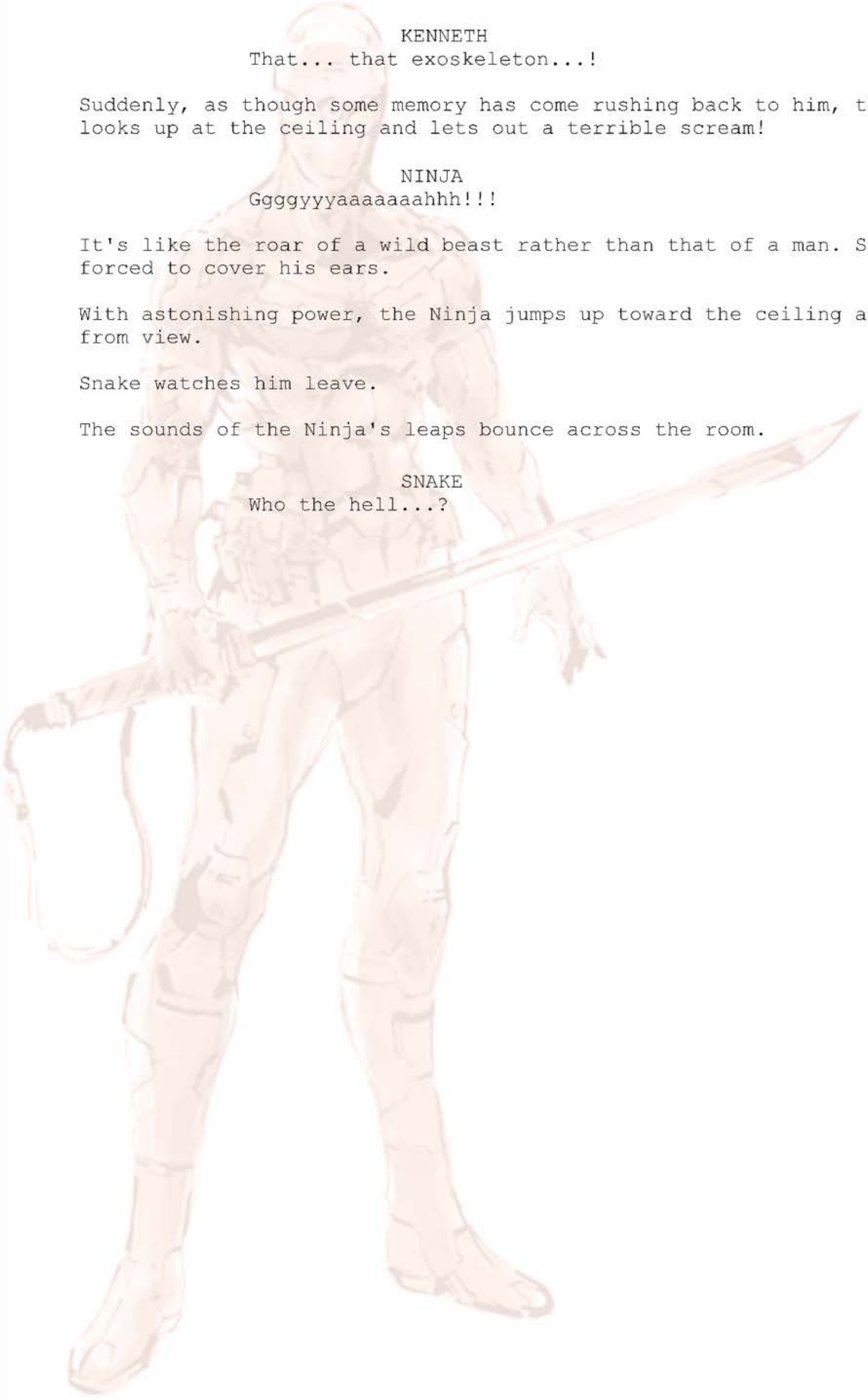
It's like the roar of a wild beast rather than that of a man. Snake is forced to cover his ears.

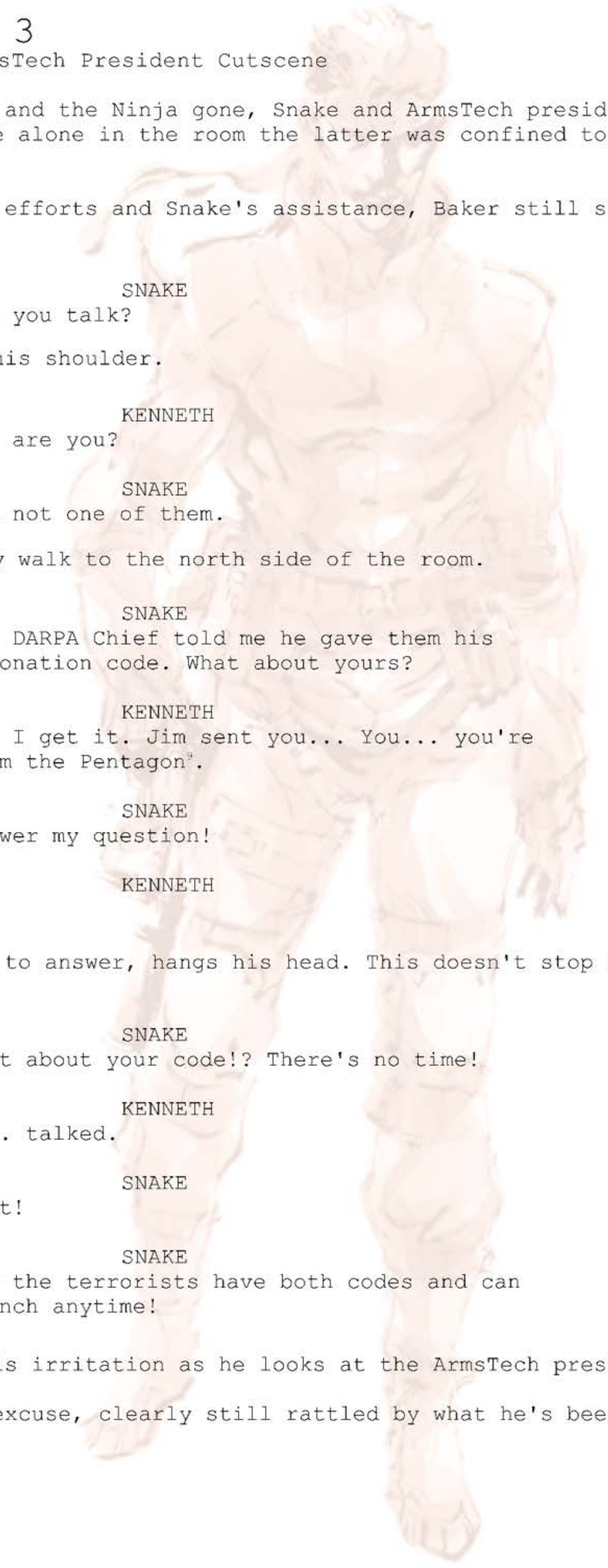
With astonishing power, the Ninja jumps up toward the ceiling and fades from view.

Snake watches him leave.

The sounds of the Ninja's leaps bounce across the room.

SNAKE
Who the hell...?





VS Ocelot 3

Rescuing the ArmsTech President Cutscene

With both Ocelot and the Ninja gone, Snake and ArmsTech president Kenneth Baker are alone in the room the latter was confined to. Snake helps Baker up.

Despite his best efforts and Snake's assistance, Baker still struggles to stand.

SNAKE
Can you talk?

Snake lends him his shoulder.

KENNETH
Who are you?

SNAKE
I'm not one of them.

They talk as they walk to the north side of the room.

SNAKE
The DARPA Chief told me he gave them his detonation code. What about yours?

KENNETH
Oh, I get it. Jim sent you... You... you're from the Pentagon[3].

SNAKE
Answer my question!

KENNETH
...

Baker, reluctant to answer, hangs his head. This doesn't stop Snake—he asks again.

SNAKE
What about your code!? There's no time!

KENNETH
I... talked.

SNAKE
What!

SNAKE
Now the terrorists have both codes and can launch anytime!

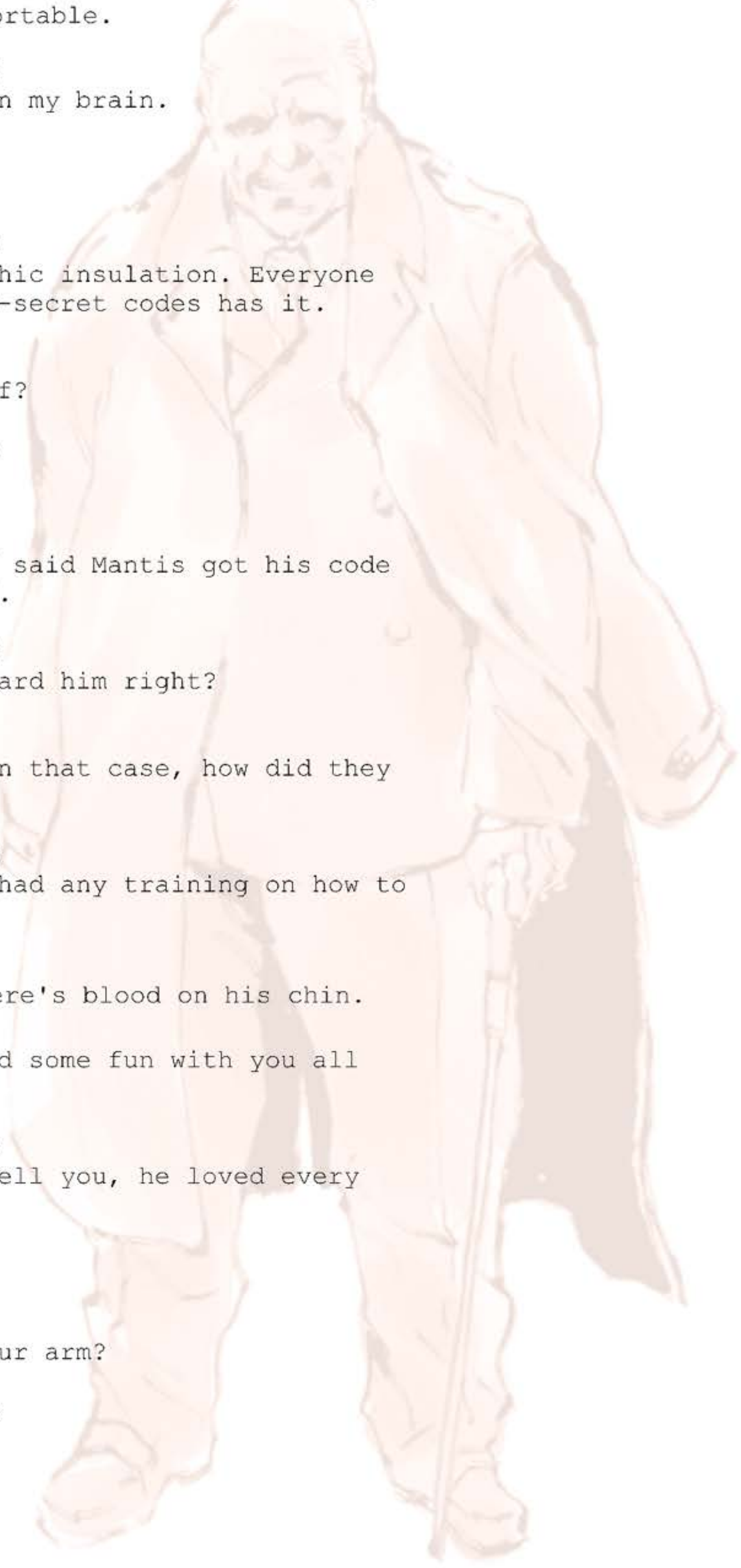
Snake lets out his irritation as he looks at the ArmsTech president.

He offers up an excuse, clearly still rattled by what he's been through.

KENNETH
It's not like I didn't fight. I managed to resist Psycho Mantis' mind probe.

SNAKE
He couldn't read you? How'd you do it?

Now sitting against the wall, Baker lies his legs flat against the ground, making himself more comfortable.



KENNETH
Surgical implants in my brain.

SNAKE
Surgical implants?

KENNETH
Kind of like a psychic insulation. Everyone who knows these top-secret codes has it.

SNAKE
Even the DARPA Chief?

KENNETH
Of course.

SNAKE
But the DARPA Chief said Mantis got his code by reading his mind.

KENNETH
Are you sure you heard him right?

SNAKE
Yeah, I'm sure... In that case, how did they get your code?

KENNETH
bitterly I never had any training on how to resist torture...

Baker lets out a small cough. There's blood on his chin.

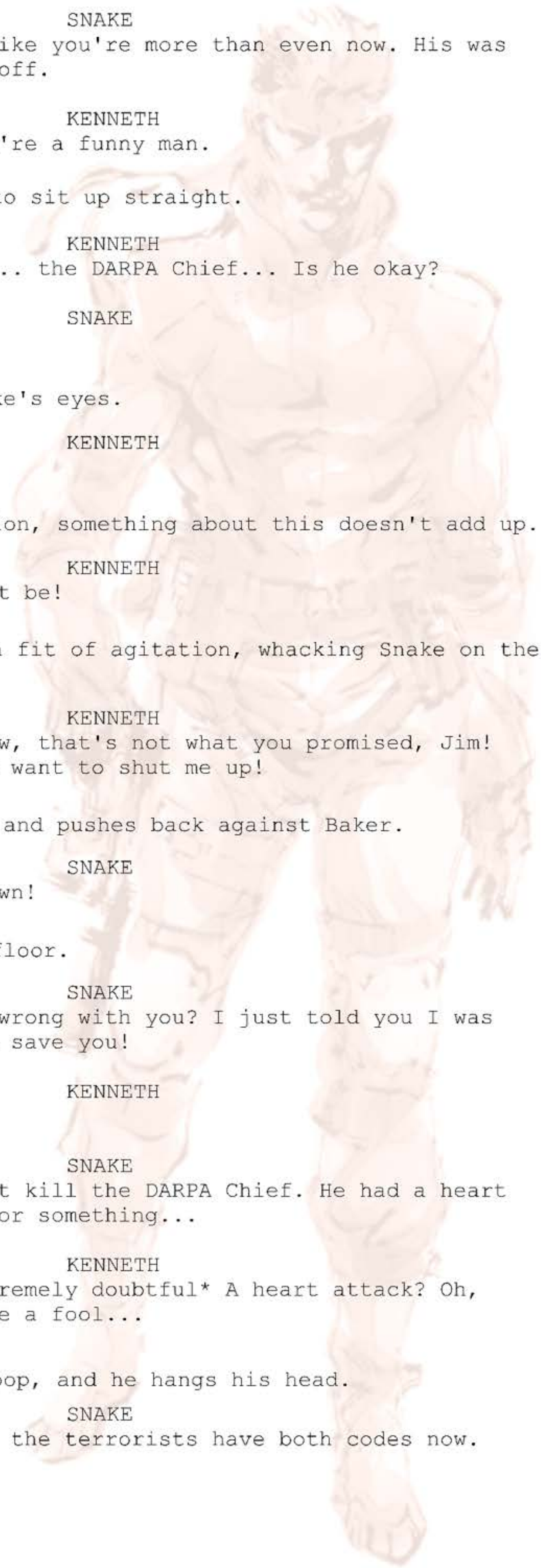
SNAKE
It looks like he had some fun with you all right.

KENNETH
He's not human. I tell you, he loved every second of it...

Snake points to Baker's arm.

SNAKE
What happened to your arm?

KENNETH
He broke it.



SNAKE
Looks like you're more than even now. His was sliced off.

KENNETH
Ha. You're a funny man.

Baker uses his cane to sit up straight.

KENNETH
... So... the DARPA Chief... Is he okay?

SNAKE
Dead.

Baker looks into Snake's eyes.

KENNETH
What!?

From Baker's expression, something about this doesn't add up.

KENNETH
It can't be!

Baker explodes into a fit of agitation, whacking Snake on the leg with his cane repeatedly.

KENNETH
You know, that's not what you promised, Jim! Now you want to shut me up!

Snake grabs the cane and pushes back against Baker.

SNAKE
Calm down!

Baker slumps to the floor.

SNAKE
What's wrong with you? I just told you I was here to save you!

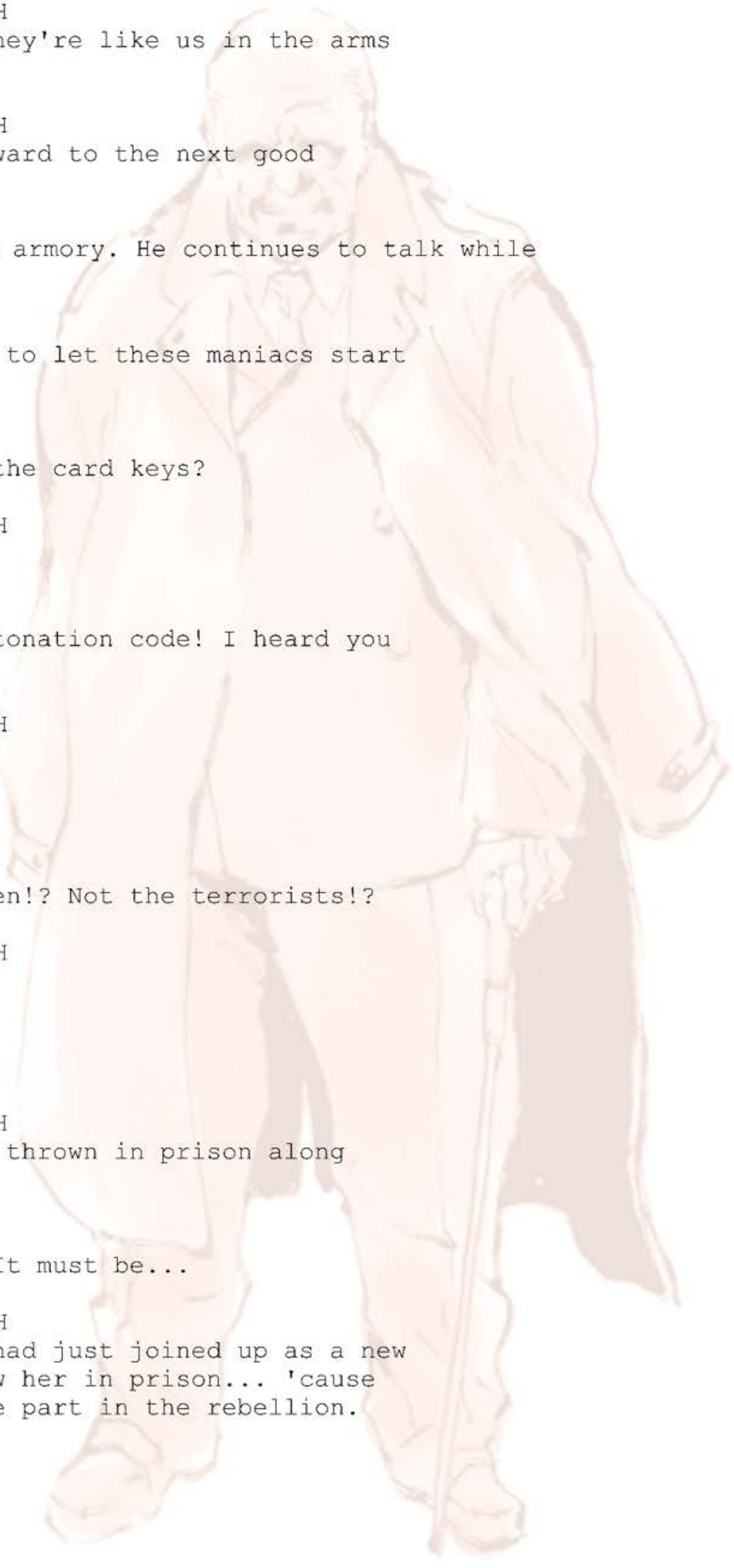
KENNETH
...

SNAKE
I didn't kill the DARPA Chief. He had a heart attack or something...

KENNETH
is extremely doubtful A heart attack? Oh, don't be a fool...

Baker's shoulders droop, and he hangs his head.

SNAKE
Anyway, the terrorists have both codes now.



KENNETH
Those boys are totally insane. They wouldn't hesitate to launch...

SNAKE
I agree. But what do they really want?

KENNETH
Who knows. Maybe they're like us in the arms industry...

KENNETH
Always looking forward to the next good war...

Snake approaches the door to the armory. He continues to talk while keeping an eye on the door.

SNAKE
Well I'm not going to let these maniacs start a war today.

SNAKE
Do you still have the card keys?

KENNETH
Card keys?

SNAKE
To override the detonation code! I heard you had them...

KENNETH
No, not anymore...

Snake turns back toward Baker.

SNAKE
What!? Who does then!? Not the terrorists!?

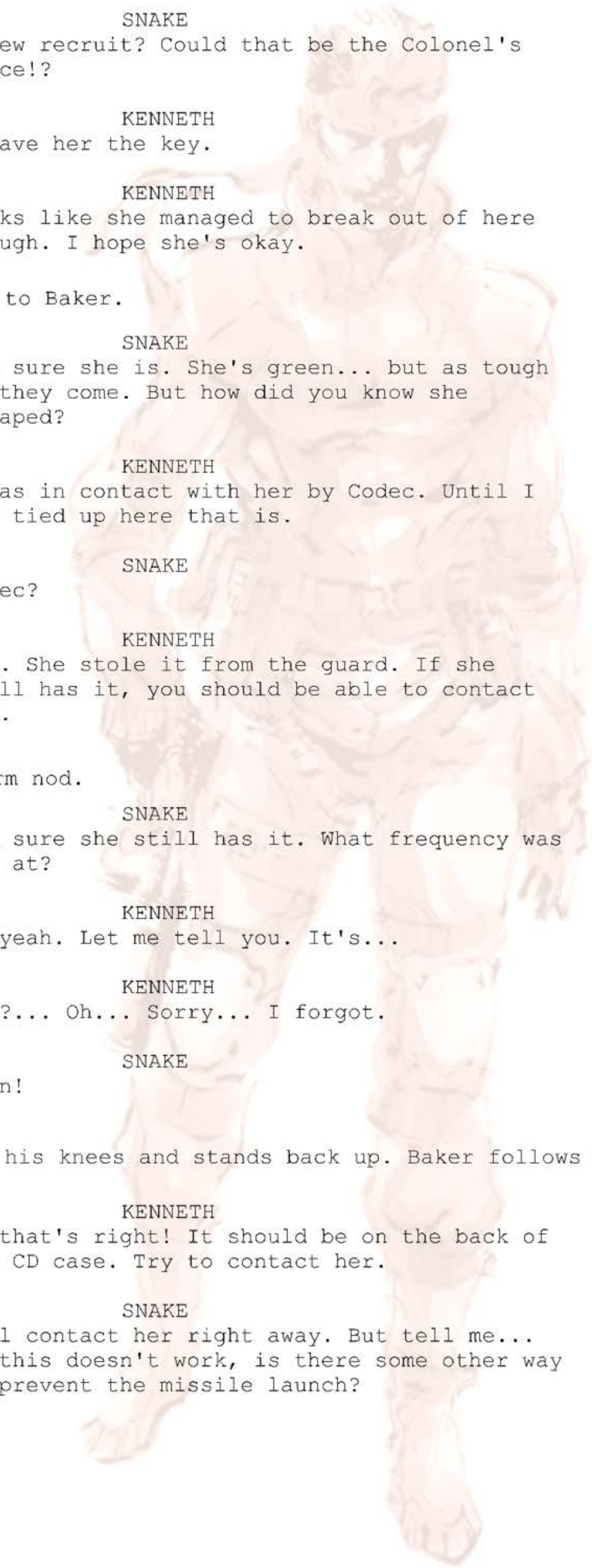
KENNETH
No. That woman.

SNAKE
Woman!? Who?

KENNETH
A soldier that was thrown in prison along with me.

SNAKE
A female soldier? It must be...

KENNETH
She said that she had just joined up as a new recruit. They threw her in prison... 'cause she refused to take part in the rebellion.



SNAKE
A new recruit? Could that be the Colonel's niece!?

KENNETH
I gave her the key.

KENNETH
Looks like she managed to break out of here though. I hope she's okay.

Snake walks back to Baker.

SNAKE
I'm sure she is. She's green... but as tough as they come. But how did you know she escaped?

KENNETH
I was in contact with her by Codec. Until I was tied up here that is.

SNAKE
Codec?

KENNETH
Yes. She stole it from the guard. If she still has it, you should be able to contact her.

Snake gives a firm nod.

SNAKE
I'm sure she still has it. What frequency was she at?

KENNETH
Oh yeah. Let me tell you. It's...

KENNETH
Huh?... Oh... Sorry... I forgot.

SNAKE
Damn!

Snake slaps both his knees and stands back up. Baker follows Snake with his eyes.

KENNETH
Oh that's right! It should be on the back of the CD case. Try to contact her.

SNAKE
I'll contact her right away. But tell me... if this doesn't work, is there some other way to prevent the missile launch?

Baker nods as he answers Snake's question.

KENNETH
Hmmm. You need to find Hal Emmerich, one of my employees.

SNAKE
Who's that?

KENNETH
The team leader of the Metal Gear Rex project. A genius at engineering, but a little bit of an oddball. If there's anyone who can figure out how to stop Metal Gear from launching, it's him.

SNAKE
What if he can't come up with anything?

Baker looks up at Snake.

KENNETH
You'll have to destroy it. Emmerich knows how to destroy Metal Gear.

SNAKE
Where is this Emmerich?

KENNETH
Well... he's probably being held somewhere in the... Nuclear Warhead Storage Building. It's north from here. That's where he worked.

Snake walks back and forth in front of Baker again.

SNAKE
I understand, but... why Metal Gear? The Nuclear Age ended with the turn of the millennium.

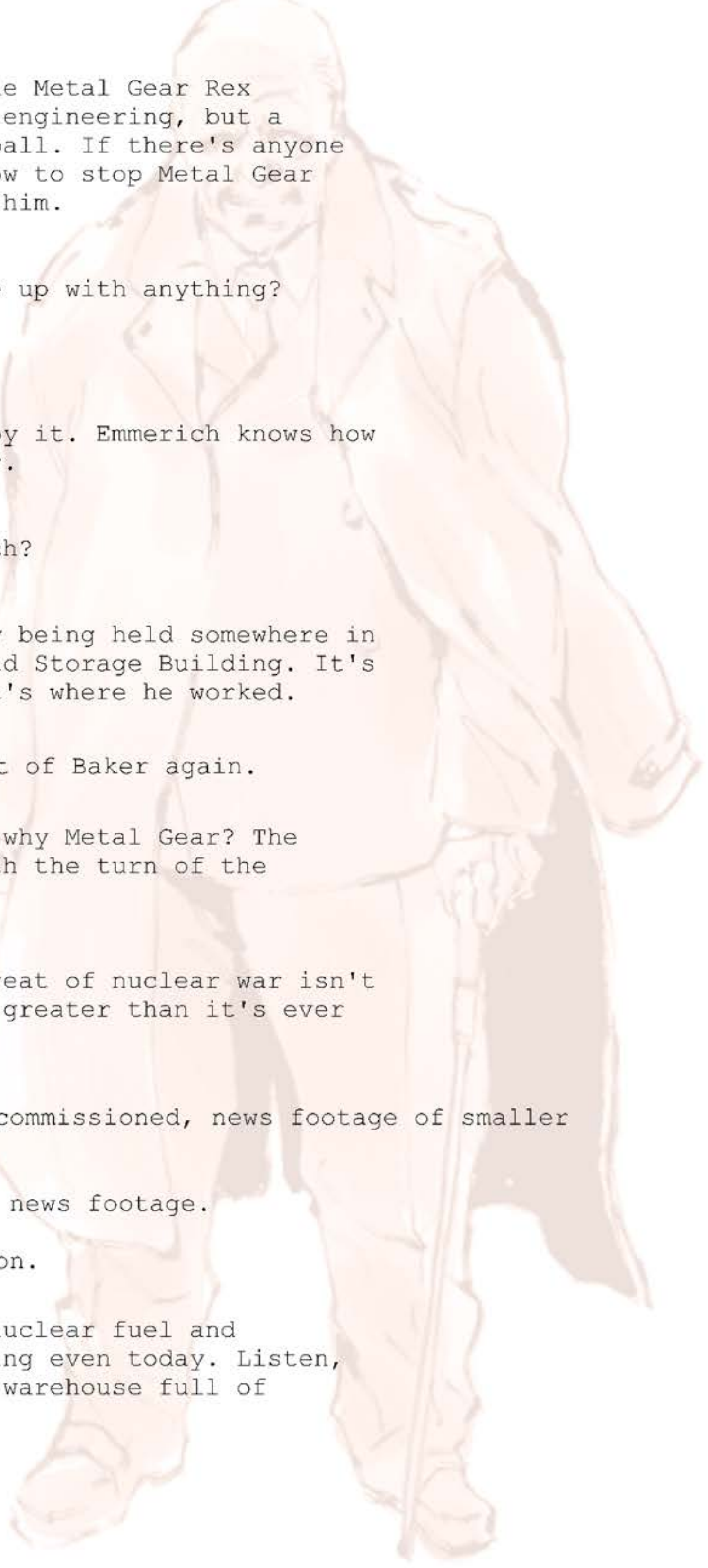
KENNETH
You're wrong. The threat of nuclear war isn't gone... In fact it's greater than it's ever been.

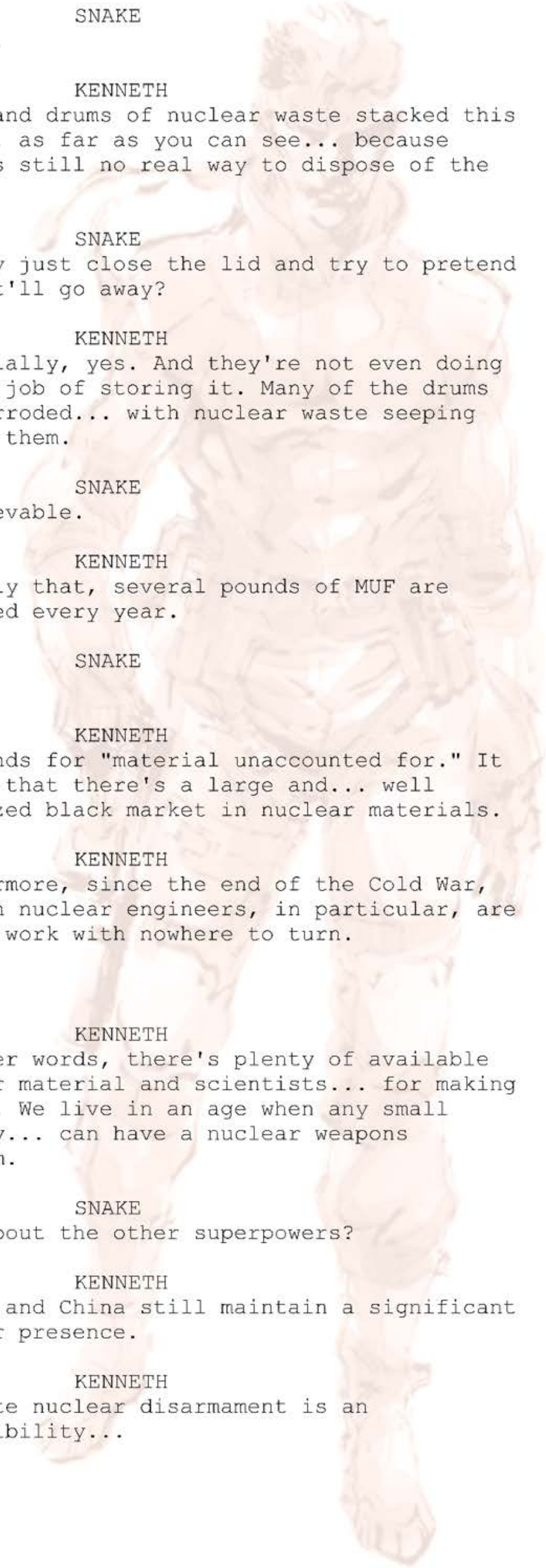
Scenes of nuclear weapons being decommissioned, news footage of smaller countries armed with nukes, etc.

Reel after reel of black-and-white news footage.

Baker spouts off about the situation.

KENNETH
The amount of spent nuclear fuel and plutonium is increasing even today. Listen, have you ever seen a warehouse full of nuclear material?





SNAKE
... No.

KENNETH
Drums and drums of nuclear waste stacked this high... as far as you can see... because there's still no real way to dispose of the stuff.

SNAKE
So they just close the lid and try to pretend like it'll go away?

KENNETH
Essentially, yes. And they're not even doing a good job of storing it. Many of the drums are corroded... with nuclear waste seeping out of them.

SNAKE
Unbelievable.

KENNETH
Not only that, several pounds of MUF are reported every year.

SNAKE
MUF?

KENNETH
It stands for "material unaccounted for." It proves that there's a large and... well organized black market in nuclear materials.

KENNETH
Furthermore, since the end of the Cold War, Russian nuclear engineers, in particular, are out of work with nowhere to turn.

Baker continues.

KENNETH
In other words, there's plenty of available nuclear material and scientists... for making a bomb. We live in an age when any small country... can have a nuclear weapons program.

SNAKE
What about the other superpowers?

KENNETH
Russia and China still maintain a significant nuclear presence.

KENNETH
Complete nuclear disarmament is an impossibility...

KENNETH
To maintain our own policy of deterrence, we need a weapon of overwhelming power.

Visuals of Metal Gear Rex dormant in its hangar. Snake and Baker continue to speak over them.

SNAKE
You mean Metal Gear.

KENNETH
Yes. You know, our industry suffered quite a blow... as a result of the cuts in military budgets... due to this so-called "peace."

SNAKE
I remember hearing a lot about mergers and takeovers among the big weapons makers.

KENNETH
Yes. And after my company lost their bid to produce the Air Force's next line of fighter jet, the Metal Gear system was our last ace in the hole.

KENNETH
That's why we pushed to have Metal Gear developed as a black project.

SNAKE
Black project?

KENNETH
Secret projects paid for by the Pentagon's black budget. You can avoid a lot of red tape and get a great lead time on your weapons production. And no one can bother you...

KENNETH
Not even those bleeding heart liberals on the military oversight committee.

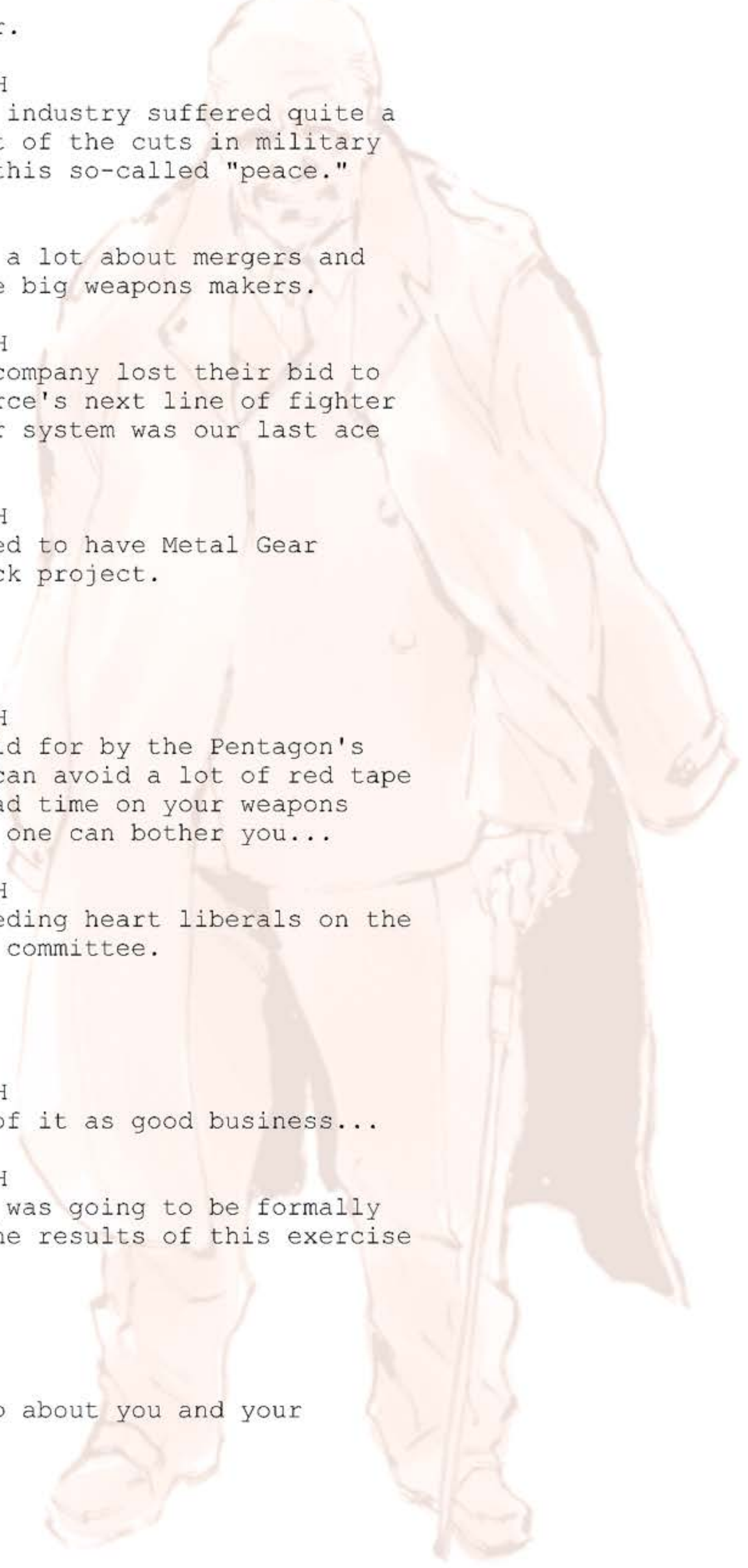
SNAKE
Bribes...

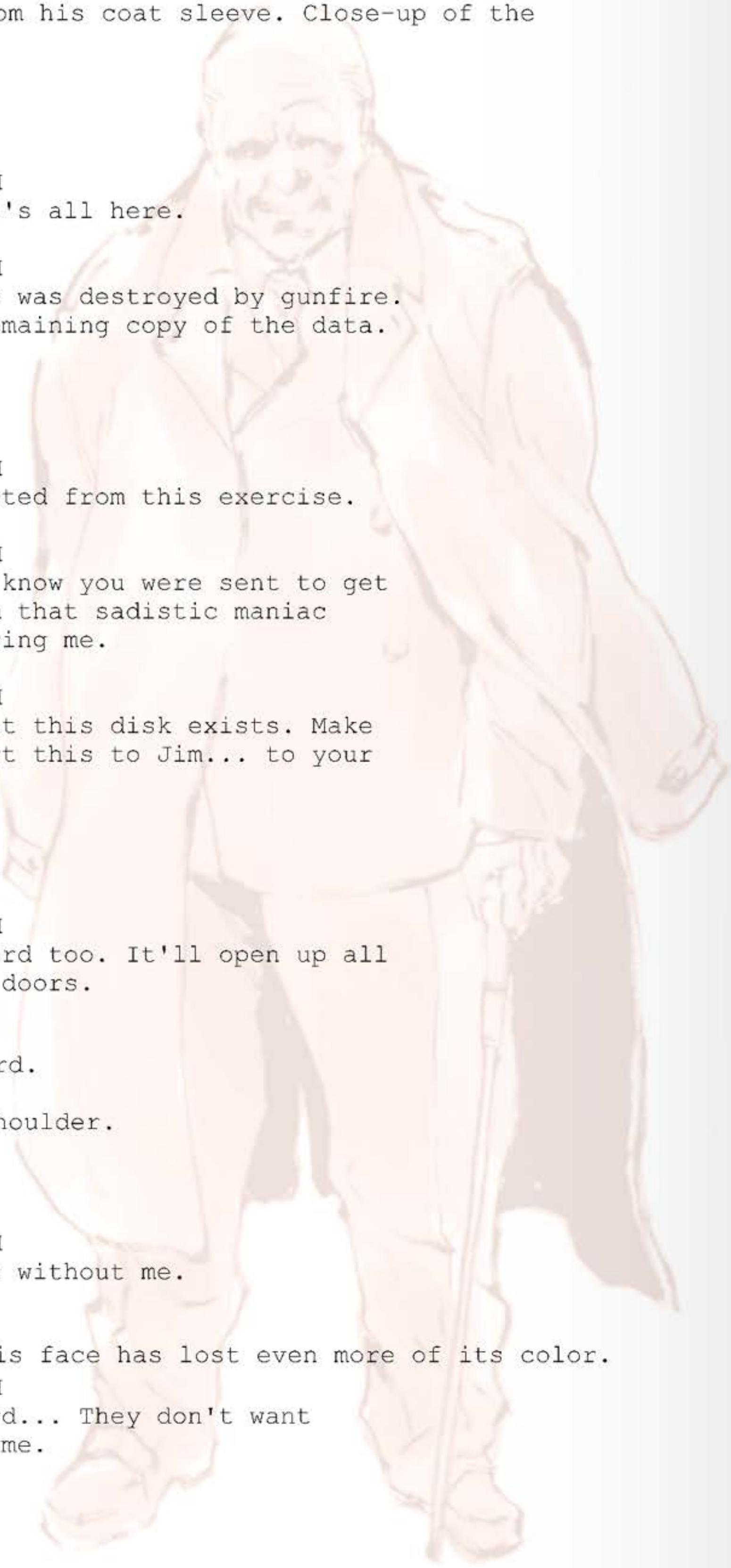
KENNETH
I prefer to think of it as good business...

KENNETH
Anyway, Metal Gear was going to be formally adopted... after the results of this exercise were analyzed....

Snake approaches Baker.

SNAKE
I don't give a crap about you and your company.





KENNETH
Yes. That's about what I'd expect from a grunt like you...

KENNETH
Here. This is what you came for, right?

Baker removes an optical disc from his coat sleeve. Close-up of the disc.

SNAKE
What's that?

KENNETH
An optical disk. It's all here.

KENNETH
The main hard drive was destroyed by gunfire. This is the only remaining copy of the data.

SNAKE
What kind of data?

KENNETH
All the data collected from this exercise.

KENNETH
Don't play dumb. I know you were sent to get this. I hid it from that sadistic maniac while he was torturing me.

KENNETH
They don't know that this disk exists. Make sure that you report this to Jim... to your boss.

SNAKE
...

KENNETH
I'll give you my card too. It'll open up all security level two doors.

Baker gives Snake a level two card.

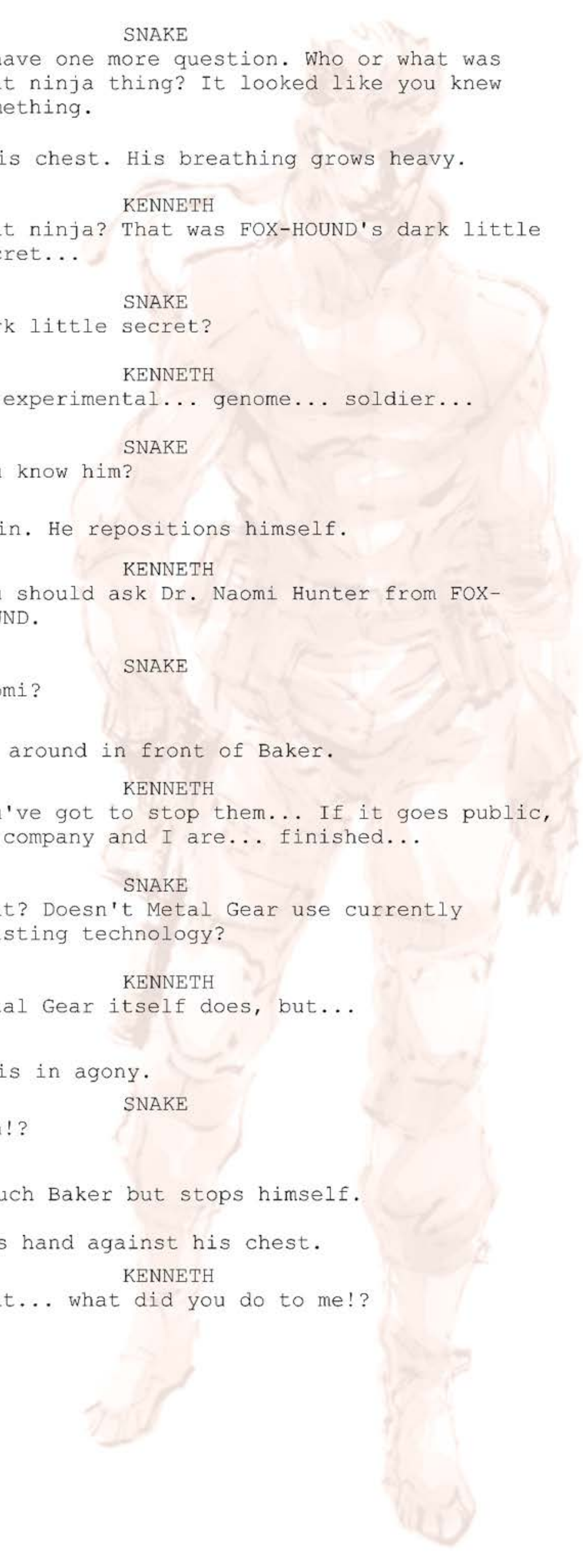
Snake places a hand on Baker's shoulder.

SNAKE
Can you walk?

KENNETH
... No... You go on without me.

Baker looks worse than before. His face has lost even more of its color.

KENNETH
They got my password... They don't want anything else from me.



SNAKE

I have one more question. Who or what was that ninja thing? It looked like you knew something.

Baker clutches his chest. His breathing grows heavy.

KENNETH

That ninja? That was FOX-HOUND's dark little secret...

SNAKE

Dark little secret?

KENNETH

An experimental... genome... soldier...

SNAKE

You know him?

Baker coughs again. He repositions himself.

KENNETH

You should ask Dr. Naomi Hunter from FOX-HOUND.

SNAKE

Naomi?

Snake comes back around in front of Baker.

KENNETH

You've got to stop them... If it goes public, my company and I are... finished...

SNAKE

What? Doesn't Metal Gear use currently existing technology?

KENNETH

Metal Gear itself does, but...

Suddenly, Baker is in agony.

SNAKE

Huh!?

Snake goes to touch Baker but stops himself.

Baker presses his hand against his chest.

KENNETH

What... what did you do to me!?

He grabs at Snake. Snake backs away.

KENNETH
Uh... Oooh... No!... Ooh... Oh no, it can't be!... Those Pentagon bastards!... So they... they actually went and did it...!

SNAKE
What are you talking about!

Snake can't believe this is happening again. Baker is able to grab him by the collar.

KENNETH
They... they're just... using you for... uuuhhh... Uuuuhhh...

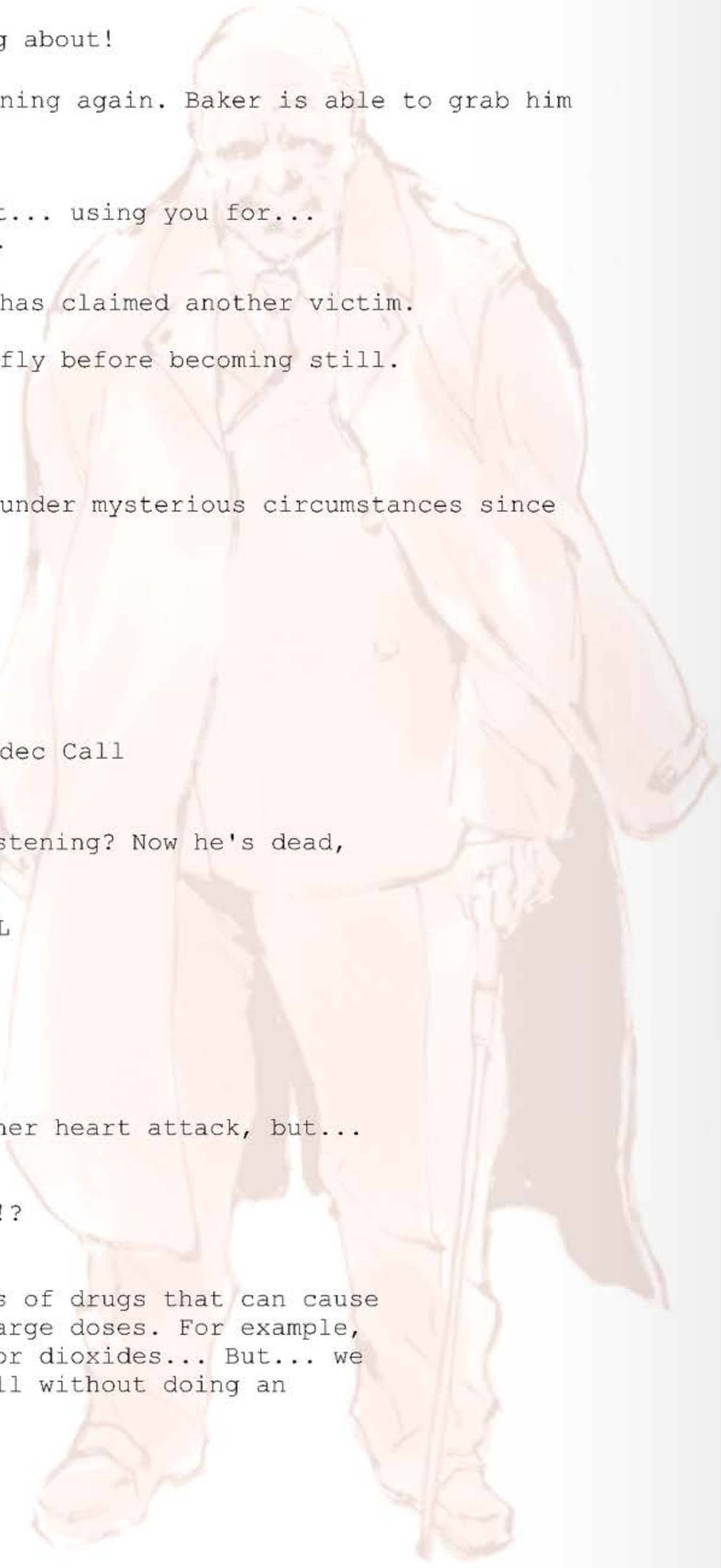
Baker's struggling stops. FoxDie has claimed another victim.

His body continues to twitch briefly before becoming still.

SNAKE
What the hell?

This is the second person to die under mysterious circumstances since Snake's mission began.

Snake calls Campbell.



VS Ocelot 4

ArmsTech President Post-Death Codec Call

SNAKE
Colonel! Are you listening? Now he's dead, too!

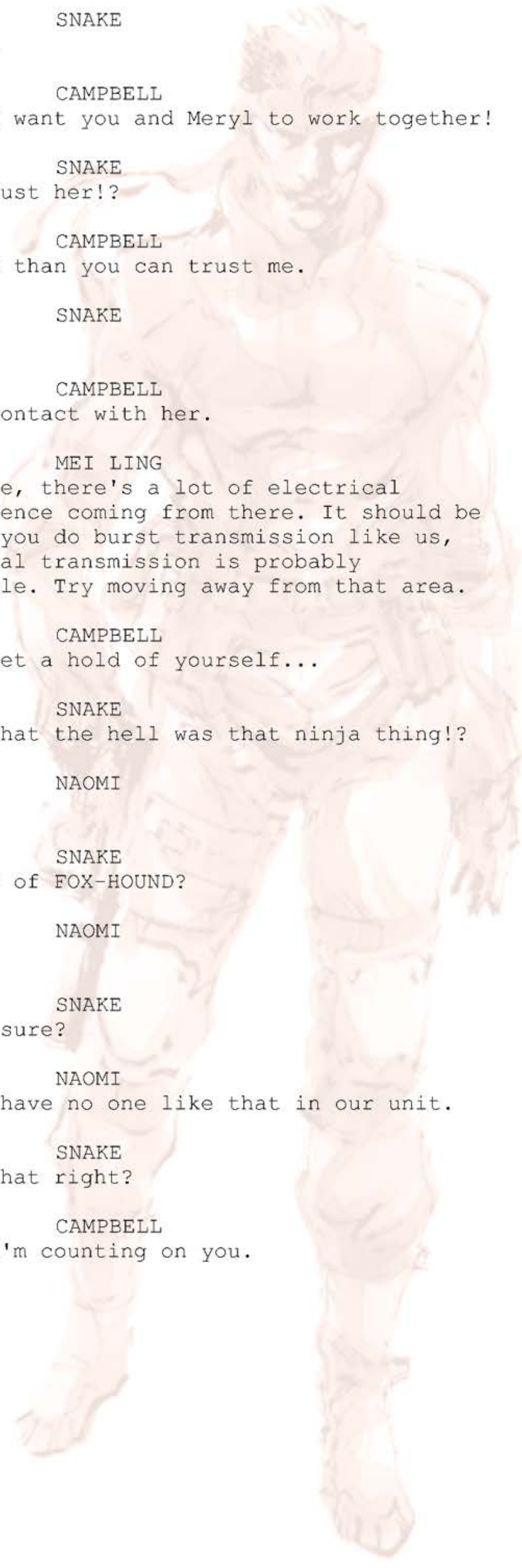
CAMPBELL
... I have no idea!

SNAKE
Don't lie to me!

NAOMI
It looked like another heart attack, but...

SNAKE
Some kind of poison!?

NAOMI
Well, there are lots of drugs that can cause a heart attack in large doses. For example, potassium chloride or dioxides... But... we won't be able to tell without doing an autopsy.



SNAKE
Damn...!

CAMPBELL
Snake, I want you and Meryl to work together!

SNAKE
Can I trust her!?

CAMPBELL
... More than you can trust me.

SNAKE
...

CAMPBELL
Get in contact with her.

MEI LING
... Snake, there's a lot of electrical interference coming from there. It should be okay if you do burst transmission like us, but normal transmission is probably impossible. Try moving away from that area.

CAMPBELL
Snake, get a hold of yourself...

SNAKE
Naomi, what the hell was that ninja thing!?

NAOMI
...

SNAKE
A member of FOX-HOUND?

NAOMI
No...

SNAKE
Are you sure?

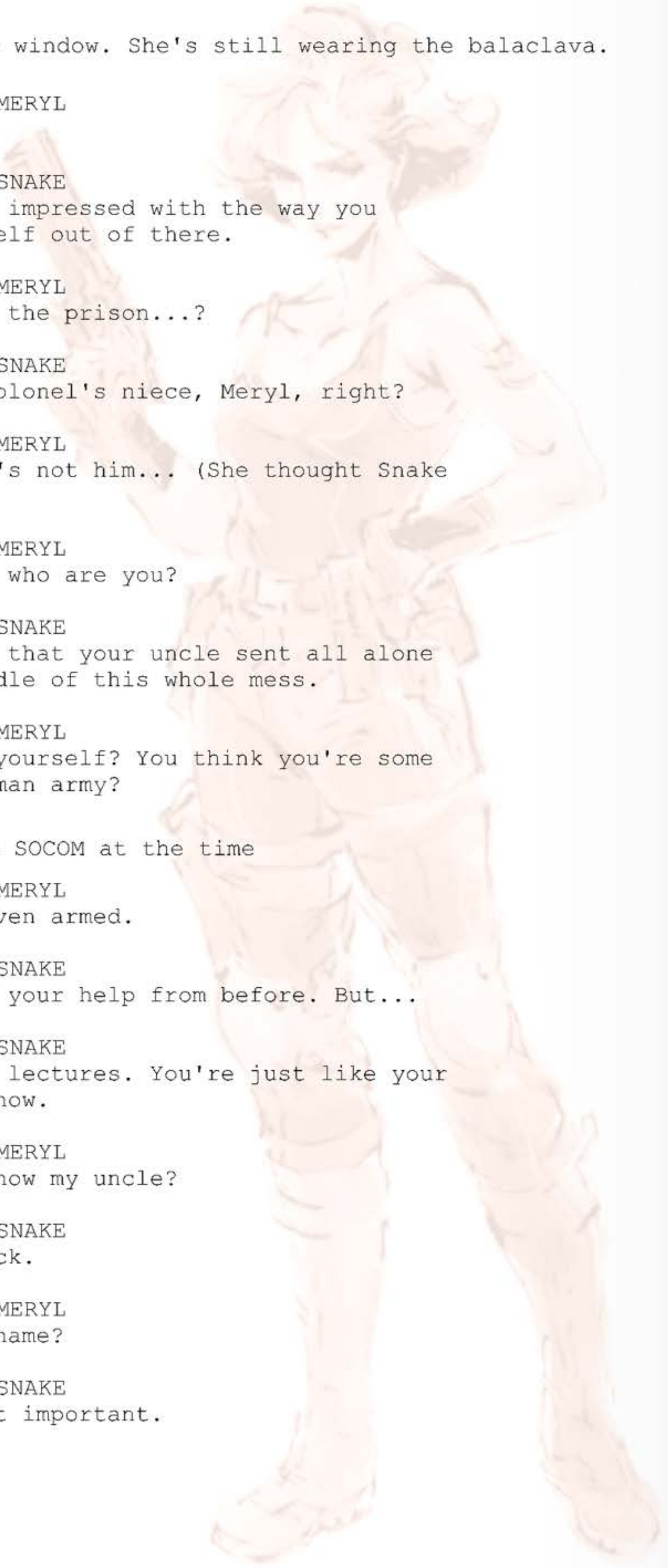
NAOMI
Yes, we have no one like that in our unit.

SNAKE
... Is that right?

CAMPBELL
Snake, I'm counting on you.

Calling Meryl 1

Calling Meryl Codec Call



Meryl appears in the Codec window. She's still wearing the balaclava.

MERYL
Who are you?

SNAKE
I was really impressed with the way you busted yourself out of there.

MERYL
The one from the prison...?

SNAKE
You're the Colonel's niece, Meryl, right?

MERYL
... No... it's not him... (She thought Snake was Liquid.)

MERYL
Just exactly who are you?

SNAKE
I'm the fool that your uncle sent all alone into the middle of this whole mess.

MERYL
You came by yourself? You think you're some kind of one-man army?

*If player didn't have the SOCOM at the time

MERYL
You're not even armed.

SNAKE
I appreciate your help from before. But...

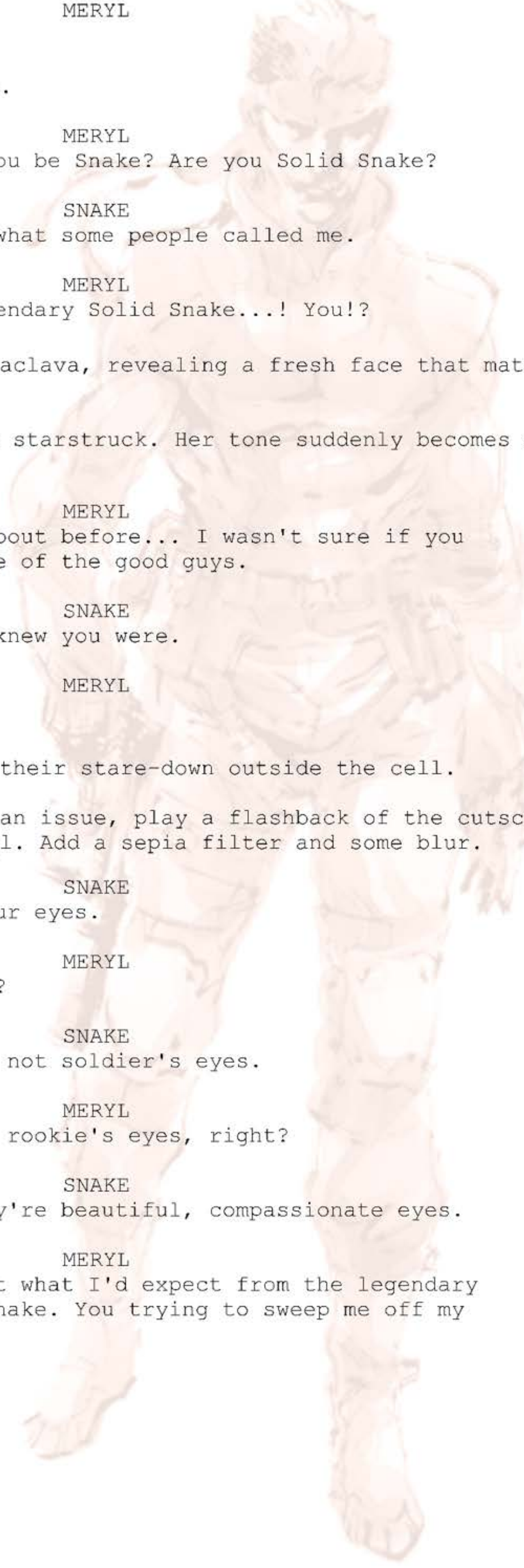
SNAKE
I don't need lectures. You're just like your uncle, you know.

MERYL
How do you know my uncle?

SNAKE
We go way back.

MERYL
What's your name?

SNAKE
My name's not important.



MERYL
Aha!

Meryl remembers Snake.

MERYL
Could you be Snake? Are you Solid Snake?

SNAKE
That's what some people called me.

MERYL
The legendary Solid Snake...! You!?

Meryl removes the balaclava, revealing a fresh face that matches her inexperience.

Meryl sounds a little starstruck. Her tone suddenly becomes much more familiar.

MERYL
Sorry about before... I wasn't sure if you were one of the good guys.

SNAKE
But, I knew you were.

MERYL
How?

Snake thinks back to their stare-down outside the cell.

If load times aren’t an issue, play a flashback of the cutscene where Snake encounters Meryl. Add a sepia filter and some blur.

SNAKE
It's your eyes.

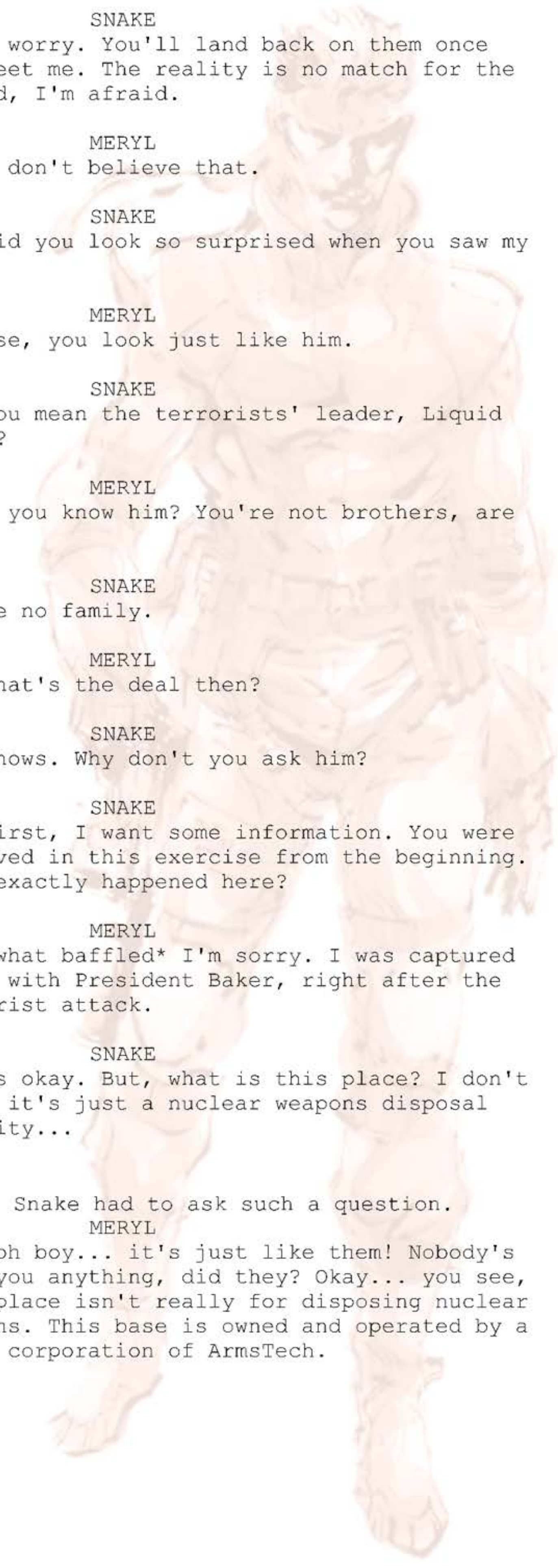
MERYL
My eyes?

SNAKE
They're not soldier's eyes.

MERYL
They're rookie's eyes, right?

SNAKE
No, they're beautiful, compassionate eyes.

MERYL
Oh, just what I'd expect from the legendary Solid Snake. You trying to sweep me off my feet?



SNAKE
Don't worry. You'll land back on them once you meet me. The reality is no match for the legend, I'm afraid.

MERYL
Oh, I don't believe that.

SNAKE
Why did you look so surprised when you saw my face?

MERYL
Because, you look just like him.

SNAKE
... You mean the terrorists' leader, Liquid Snake?

MERYL
Yeah, you know him? You're not brothers, are you!?

SNAKE
I have no family.

MERYL
So, what's the deal then?

SNAKE
Who knows. Why don't you ask him?

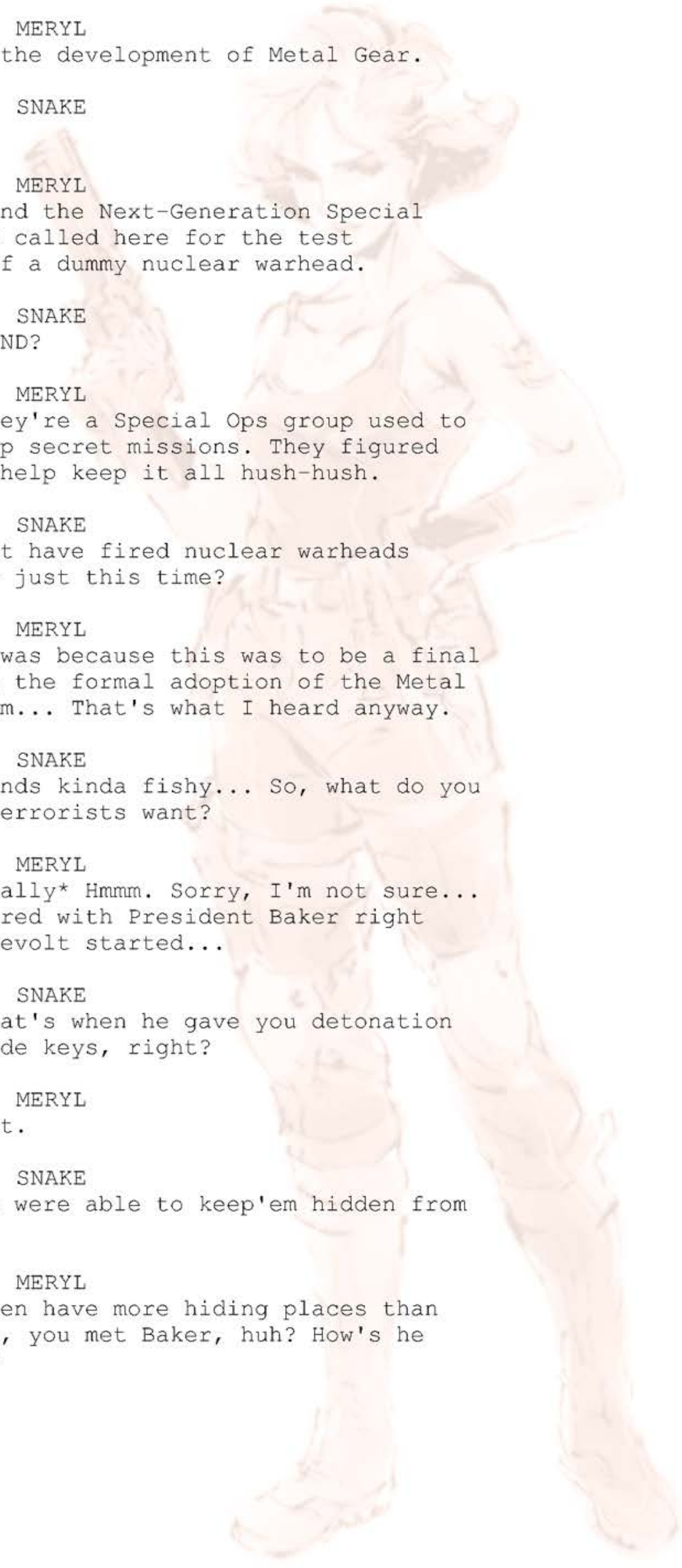
SNAKE
But first, I want some information. You were involved in this exercise from the beginning. What exactly happened here?

MERYL
somewhat baffled I'm sorry. I was captured along with President Baker, right after the terrorist attack.

SNAKE
That's okay. But, what is this place? I don't think it's just a nuclear weapons disposal facility...

Meryl can't believe Snake had to ask such a question.

MERYL
Boy, oh boy... it's just like them! Nobody's told you anything, did they? Okay... you see, this place isn't really for disposing nuclear weapons. This base is owned and operated by a dummy corporation of ArmsTech.



SNAKE

This is a civilian base?

MERYL

Right. For the development of Metal Gear.

SNAKE

Colonel!

MERYL

FOX-HOUND and the Next-Generation Special Forces were called here for the test launching of a dummy nuclear warhead.

SNAKE

Why FOX-HOUND?

MERYL

Because, they're a Special Ops group used to handling top secret missions. They figured they could help keep it all hush-hush.

SNAKE

But, we must have fired nuclear warheads before. Why just this time?

MERYL

I heard it was because this was to be a final test before the formal adoption of the Metal Gear program... That's what I heard anyway.

SNAKE

Hmmm... sounds kinda fishy... So, what do you think the terrorists want?

MERYL

apologetically Hmmm. Sorry, I'm not sure... I was captured with President Baker right after the revolt started...

SNAKE

Oh yeah. That's when he gave you detonation code override keys, right?

MERYL

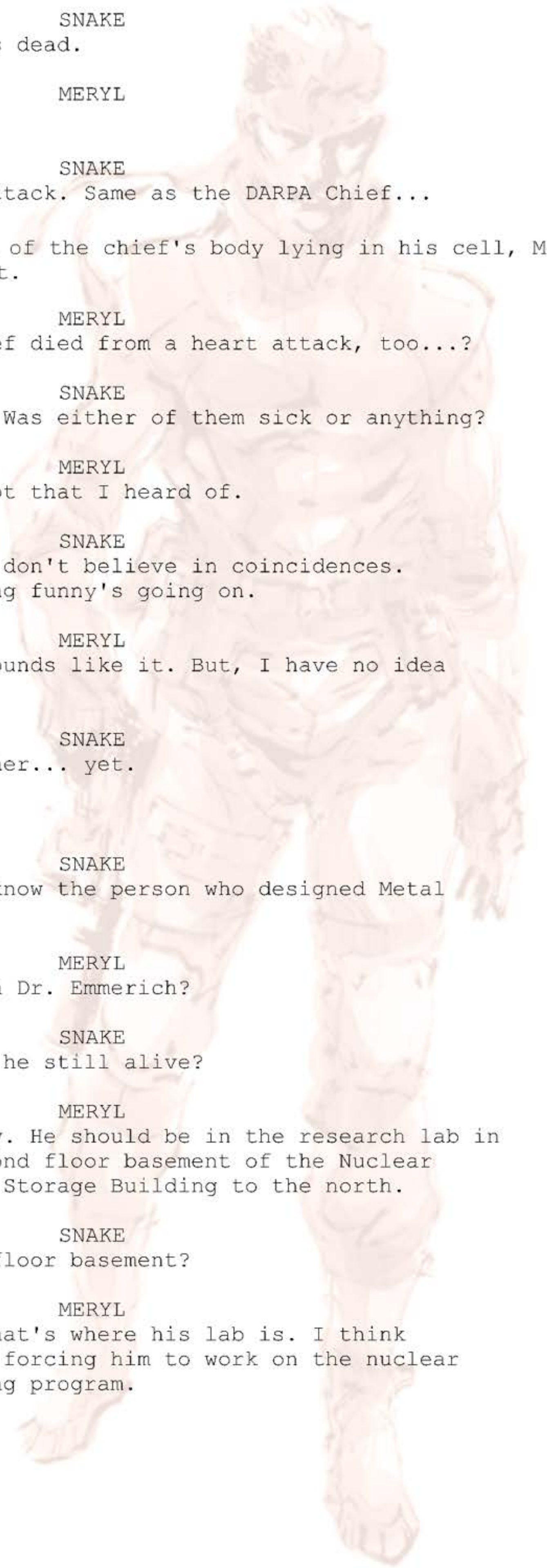
That's right.

SNAKE

Amazing you were able to keep'em hidden from the guards.

MERYL

Well... women have more hiding places than men. Anyway, you met Baker, huh? How's he holding up?



SNAKE
... He's dead.

MERYL
What!?

SNAKE
Heart attack. Same as the DARPA Chief...

Remembering the sight of the chief's body lying in his cell, Meryl cocks her head in puzzlement.

MERYL
The Chief died from a heart attack, too...?

SNAKE
Yeah... Was either of them sick or anything?

MERYL
No... not that I heard of.

SNAKE
Well, I don't believe in coincidences. Something funny's going on.

MERYL
Hmmm. Sounds like it. But, I have no idea what.

SNAKE
Me neither... yet.

Snake pauses briefly.

SNAKE
Do you know the person who designed Metal Gear?

MERYL
You mean Dr. Emmerich?

SNAKE
Yes. Is he still alive?

MERYL
Probably. He should be in the research lab in the second floor basement of the Nuclear Warhead Storage Building to the north.

SNAKE
Second floor basement?

MERYL
Yeah, that's where his lab is. I think they're forcing him to work on the nuclear launching program.

SNAKE

So, they'll need him alive until that's done anyway...

MERYL

Then, we'd better do something before he finishes.

SNAKE

You're right. In case we can't override the detonation code in time, I need to ask him how to destroy Metal Gear.

MERYL

surprised by Snake's rashness You plan to take that thing on by yourself, Snake?

SNAKE

nonchalantly It won't be the first time...

MERYL

Ahhhh.

SNAKE

What's the best way to get to the building where the doctor is being held?

MERYL

There's a cargo door on the first floor of this building that leads to the north.

SNAKE

What's the security level of the door there?

MERYL

Five, but it's okay... I've got a level five card.

SNAKE

Well... I've got to go save the doctor. You should go...

MERYL

I'm going with you!

SNAKE

No way. You're still too green. I want you to hide somewhere.

MERYL

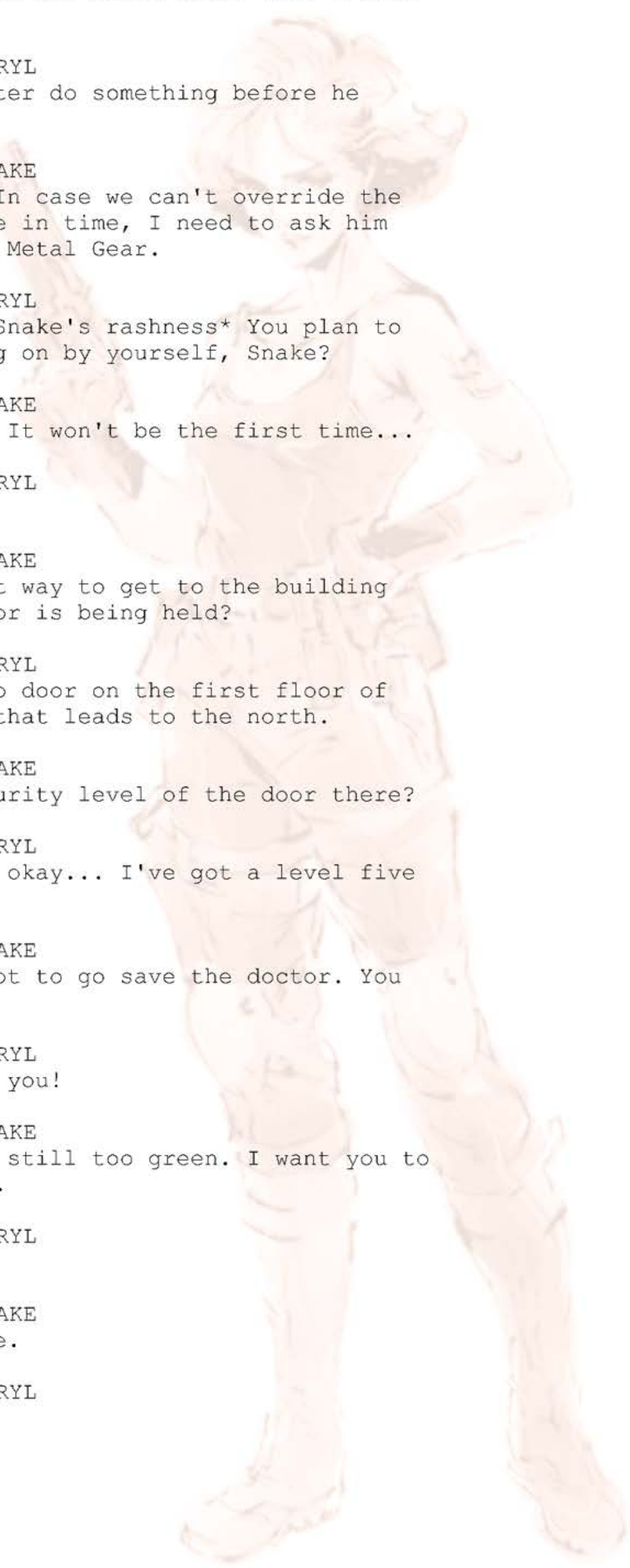
I'm not green.

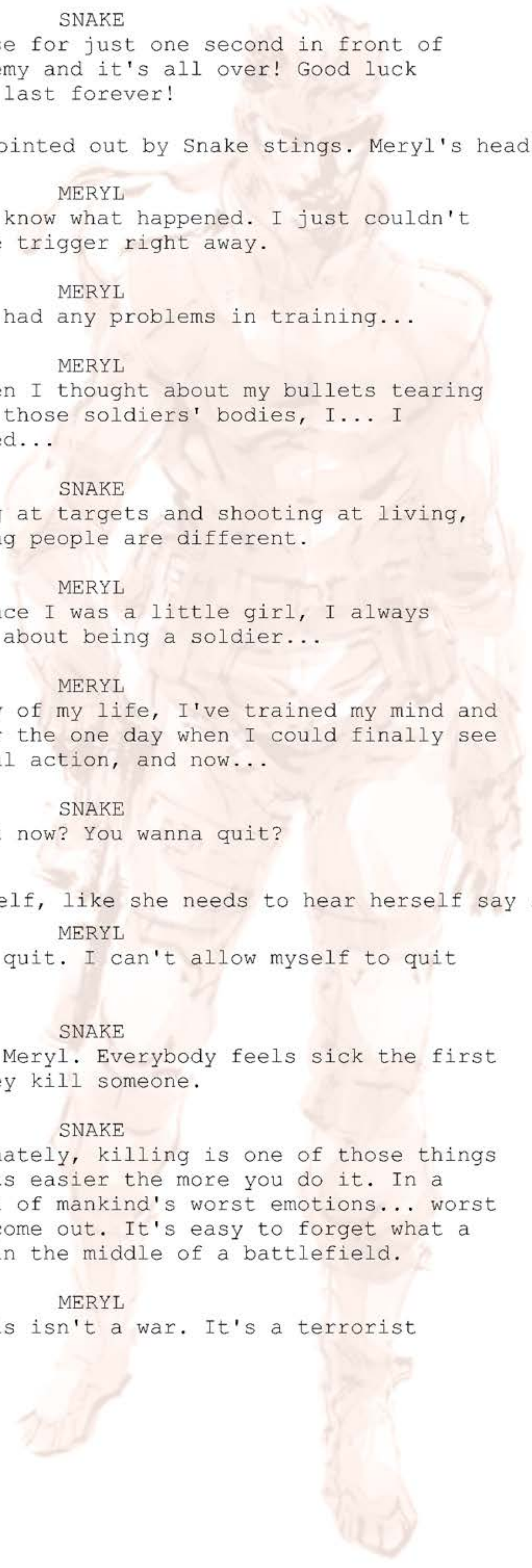
SNAKE

Oh, yes you are.

MERYL

...





SNAKE
You pause for just one second in front of your enemy and it's all over! Good luck doesn't last forever!

Having this failure pointed out by Snake stings. Meryl's head drops.

MERYL
I don't know what happened. I just couldn't pull the trigger right away.

MERYL
I never had any problems in training...

MERYL
But, when I thought about my bullets tearing through those soldiers' bodies, I... I hesitated...

SNAKE
Shooting at targets and shooting at living, breathing people are different.

MERYL
Ever since I was a little girl, I always dreamed about being a soldier...

MERYL
Everyday of my life, I've trained my mind and body for the one day when I could finally see some real action, and now...

SNAKE
So, what now? You wanna quit?

Meryl mutters to herself, like she needs to hear herself say it.

MERYL
I can't quit. I can't allow myself to quit now.

SNAKE
Listen, Meryl. Everybody feels sick the first time they kill someone.

SNAKE
Unfortunately, killing is one of those things that gets easier the more you do it. In a war, all of mankind's worst emotions... worst traits come out. It's easy to forget what a sin is in the middle of a battlefield.

MERYL
But, this isn't a war. It's a terrorist action.

SNAKE
You're just a little jumpy from the combat high. The adrenaline in your blood stream is starting to thin out. Just take it easy.

MERYL
But, I learned all about combat high at the academy...

SNAKE
We'll talk about it later. For now, just think about keeping yourself alive.

Meryl forces herself to refocus on the situation at hand.

MERYL
If I get out of here alive, I'll think about that other stuff.

SNAKE
Okay, let me try to say this another way... Stay the hell out of my way.

This gets Meryl smiling again.

MERYL
You're a real bastard... just like my uncle said.

SNAKE
Ha. I told you. The real me is no match for the legend.

MERYL
It looks like you were right.

The two of them share a laugh.

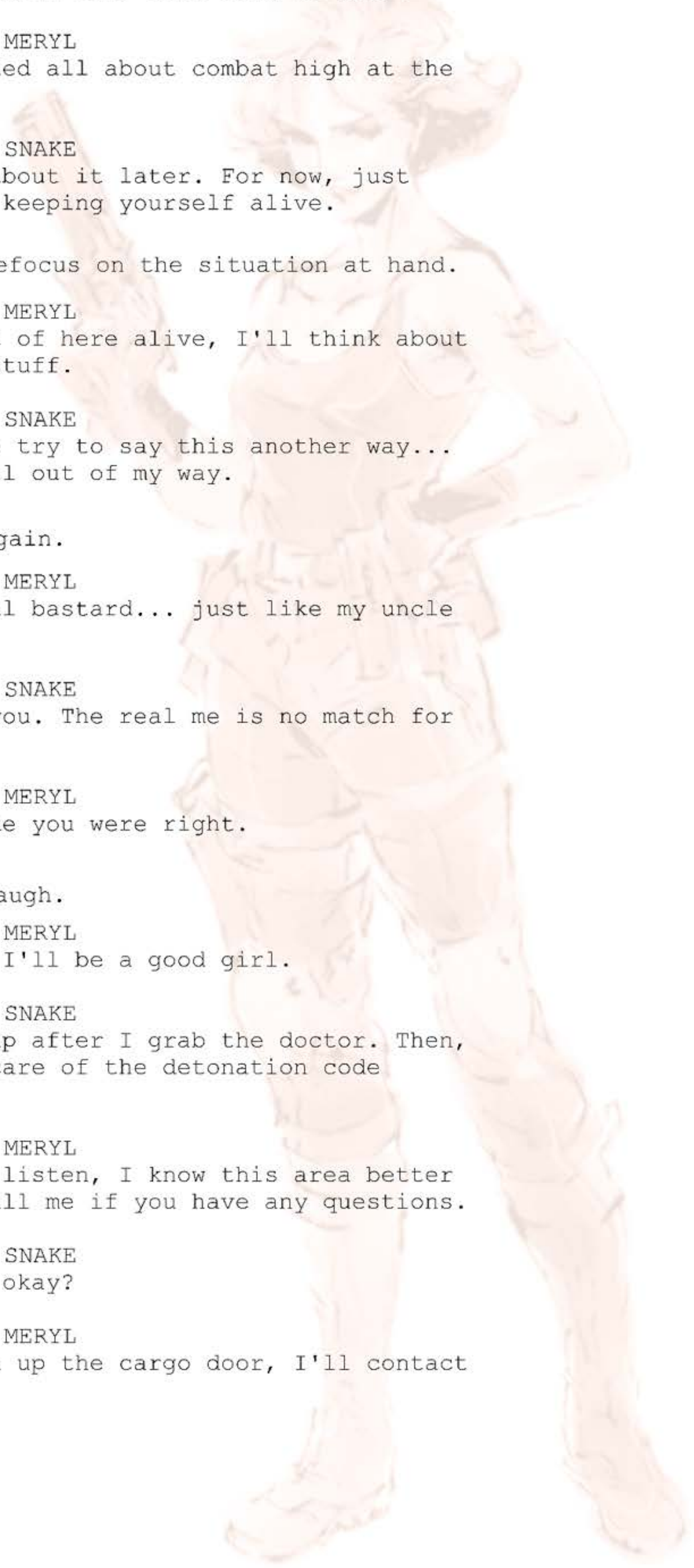
MERYL
Okay Snake, I'll be a good girl.

SNAKE
We'll link up after I grab the doctor. Then, we'll take care of the detonation code override.

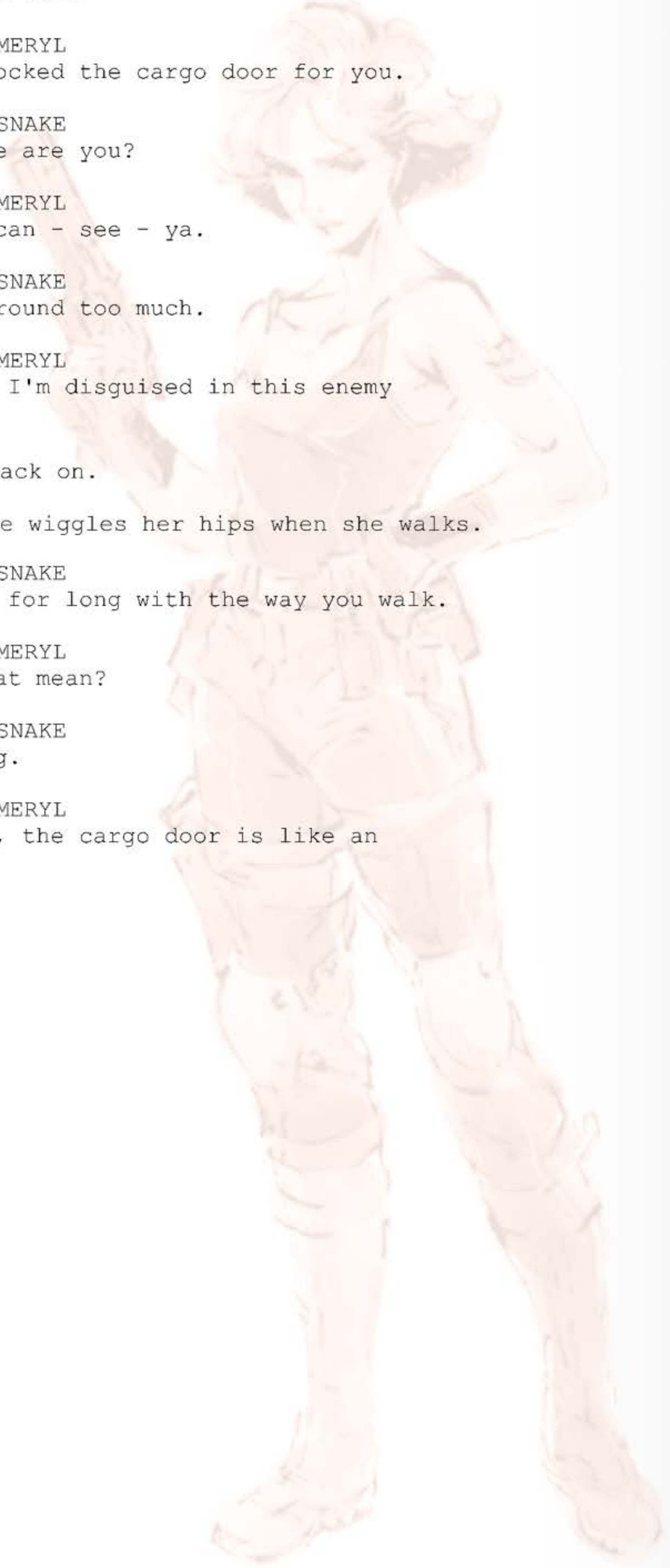
MERYL
Got ya. But listen, I know this area better than you. Call me if you have any questions.

SNAKE
Be careful, okay?

MERYL
After I open up the cargo door, I'll contact you.



Calling Meryl 2
Meryl Opens the Door Codec Call



MERYL
Snake, I unlocked the cargo door for you.

SNAKE
Thanks. Where are you?

MERYL
Where - I - can - see - ya.

SNAKE
Don't move around too much.

MERYL
Don't worry, I'm disguised in this enemy uniform.

Meryl puts the balaclava back on.

Snake remembers the way she wiggles her hips when she walks.

SNAKE
You won't be for long with the way you walk.

MERYL
What does that mean?

SNAKE
Oh... nothing.

MERYL
Listen Snake, the cargo door is like an airlock.

MERYL
It's equipped with infrared sensors. Be careful. If an intruder is sensed, gas is released.

SNAKE
Gas...

MERYL
Okay, so we'll meet at the Nuclear Warhead Storage Building.

SNAKE
Wait! You said you'd stay put and be a good girl!

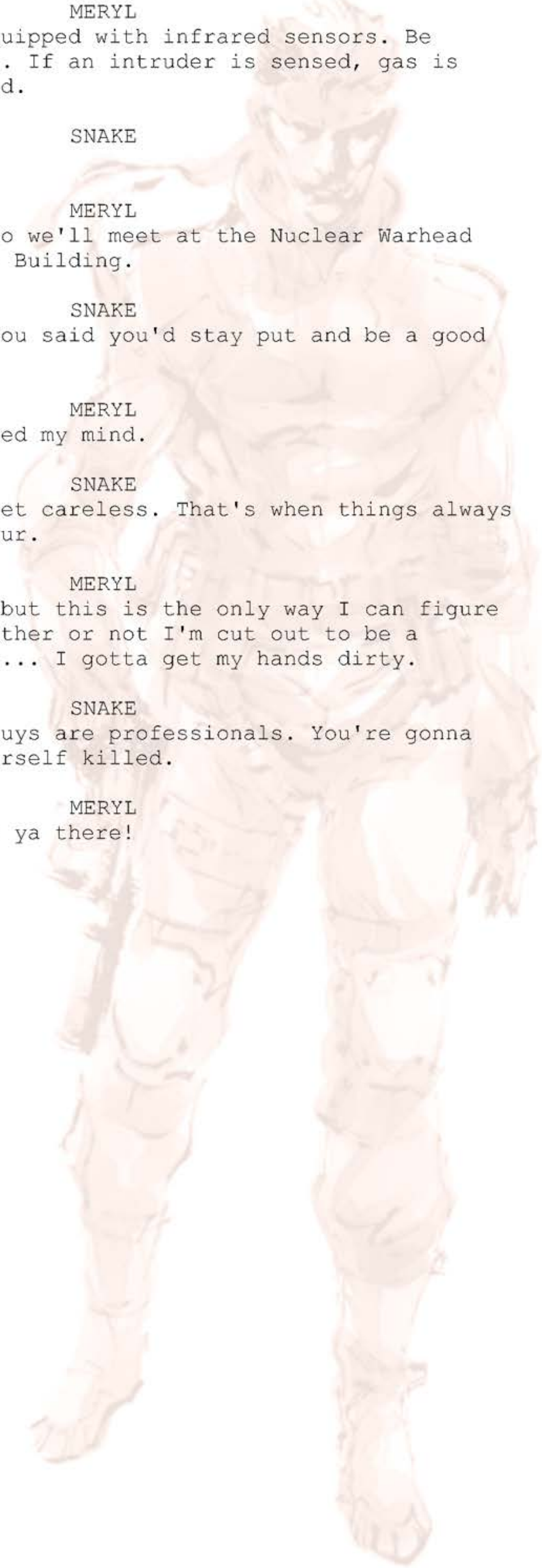
MERYL
I changed my mind.

SNAKE
Don't get careless. That's when things always turn sour.

MERYL
Sorry, but this is the only way I can figure out whether or not I'm cut out to be a soldier... I gotta get my hands dirty.

SNAKE
These guys are professionals. You're gonna get yourself killed.

MERYL
... See ya there!



M1 Tank Battle 0

Deepthroat Codec Call

Snake emerges from the Tank Hangar. Mandatory incoming call after proceeding north for a bit.

DEEPTHROAT
Snake, be careful!

DEEPTHROAT
There are Claymore mines around there.

DEEPTHROAT
Use a Mine Detector!

SNAKE
Who are you?

DEEPTHROAT
Just call me "Deepthroat."

SNAKE
Deepthroat?

SNAKE
The informant from the Watergate scandal?

DEEPTHROAT
Never mind about that.

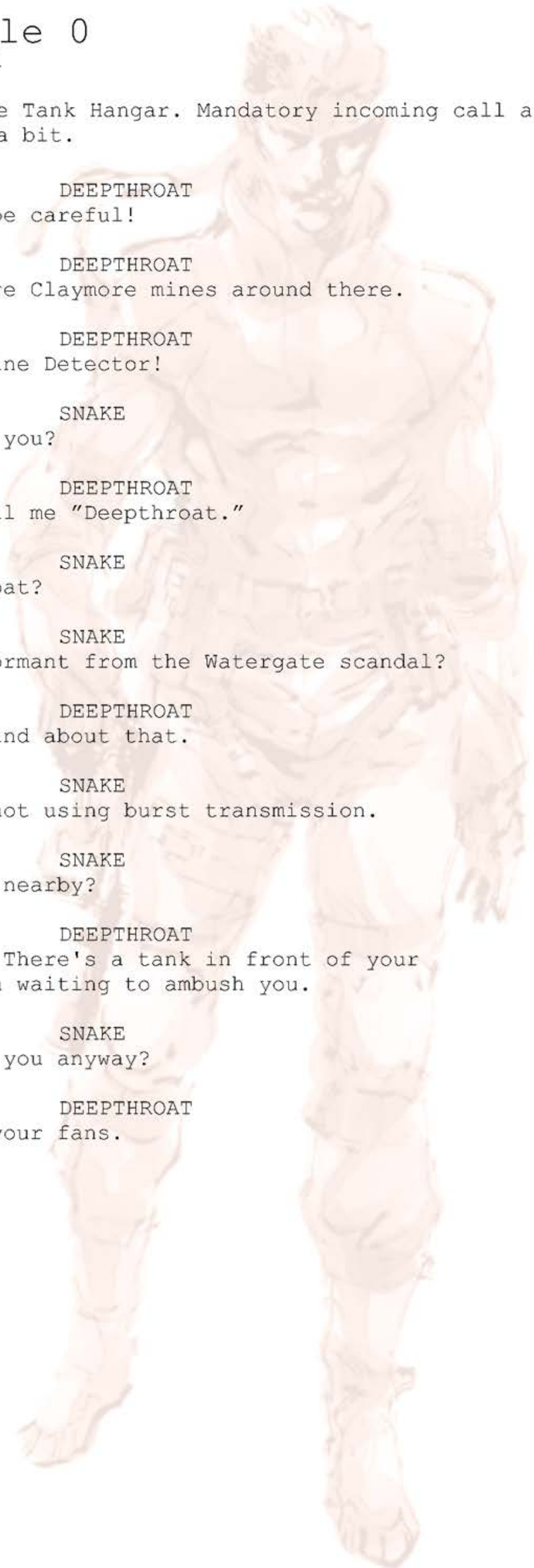
SNAKE
You're not using burst transmission.

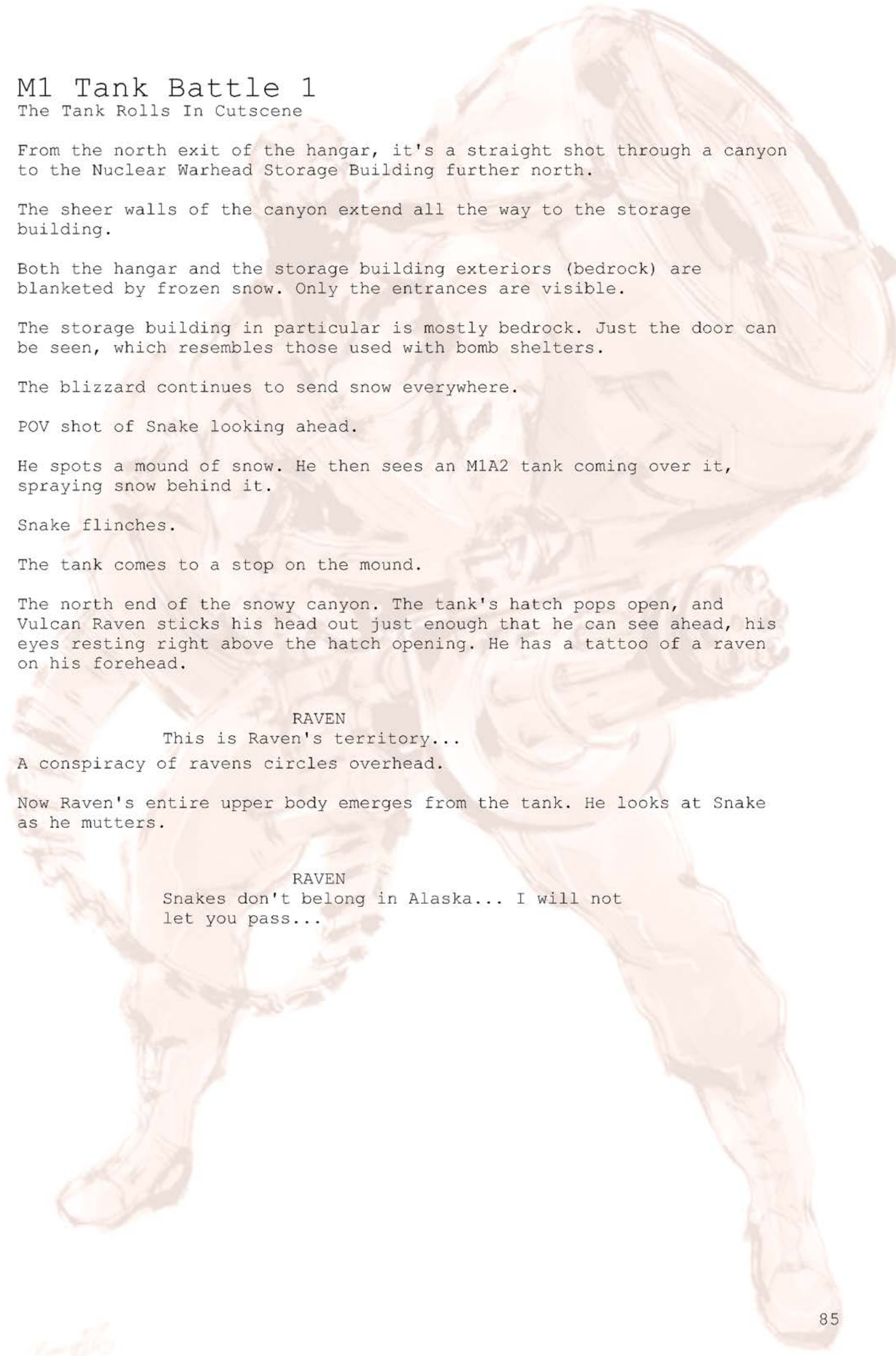
SNAKE
Are you nearby?

DEEPTHROAT
Listen. There's a tank in front of your position waiting to ambush you.

SNAKE
Who are you anyway?

DEEPTHROAT
One of your fans.





M1 Tank Battle 1

The Tank Rolls In Cutscene

From the north exit of the hangar, it's a straight shot through a canyon to the Nuclear Warhead Storage Building further north.

The sheer walls of the canyon extend all the way to the storage building.

Both the hangar and the storage building exteriors (bedrock) are blanketed by frozen snow. Only the entrances are visible.

The storage building in particular is mostly bedrock. Just the door can be seen, which resembles those used with bomb shelters.

The blizzard continues to send snow everywhere.

POV shot of Snake looking ahead.

He spots a mound of snow. He then sees an M1A2 tank coming over it, spraying snow behind it.

Snake flinches.

The tank comes to a stop on the mound.

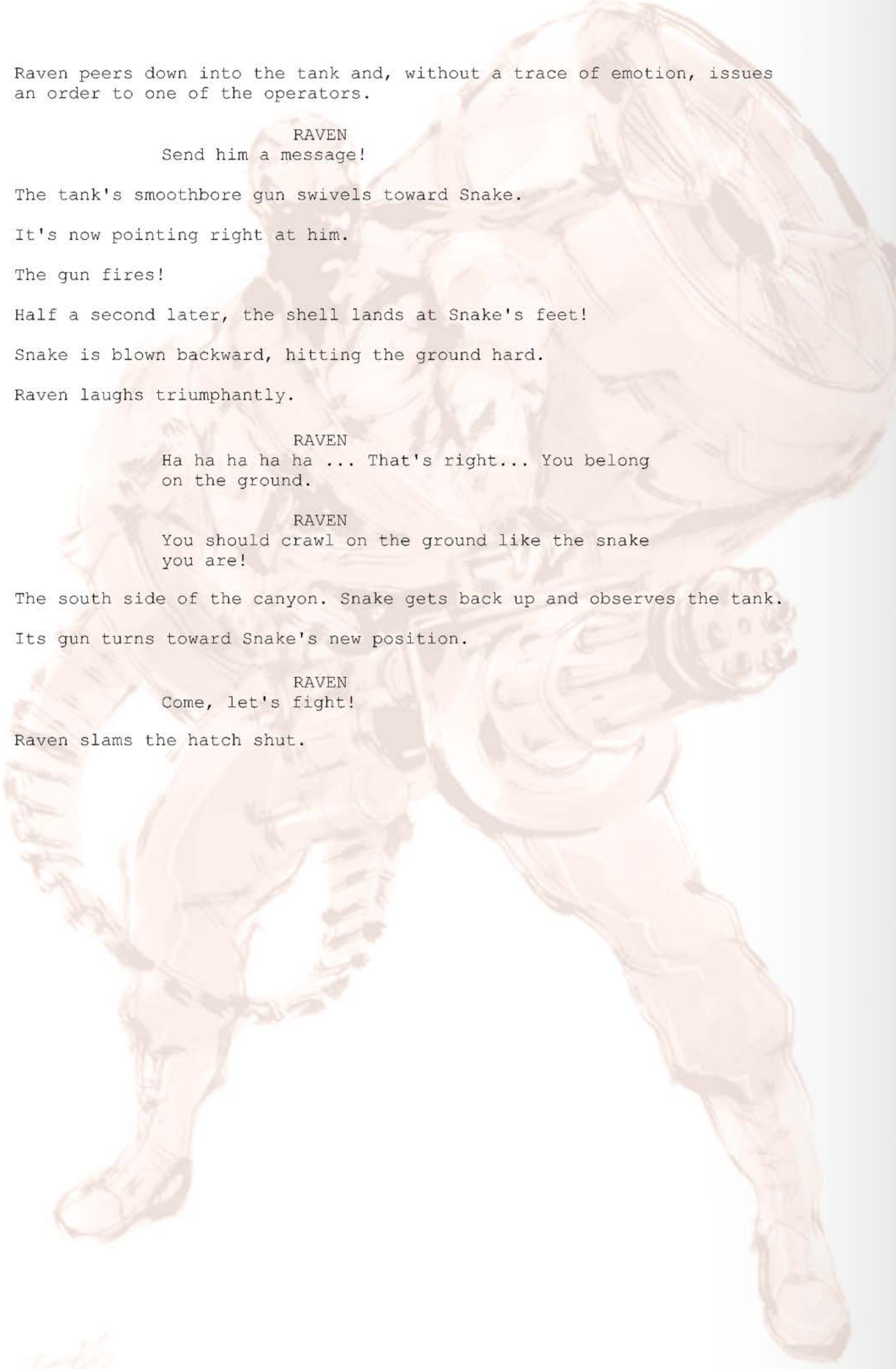
The north end of the snowy canyon. The tank's hatch pops open, and Vulcan Raven sticks his head out just enough that he can see ahead, his eyes resting right above the hatch opening. He has a tattoo of a raven on his forehead.

RAVEN
This is Raven's territory...

A conspiracy of ravens circles overhead.

Now Raven's entire upper body emerges from the tank. He looks at Snake as he mutters.

RAVEN
Snakes don't belong in Alaska... I will not let you pass...



Raven peers down into the tank and, without a trace of emotion, issues an order to one of the operators.

RAVEN
Send him a message!

The tank's smoothbore gun swivels toward Snake.

It's now pointing right at him.

The gun fires!

Half a second later, the shell lands at Snake's feet!

Snake is blown backward, hitting the ground hard.

Raven laughs triumphantly.

RAVEN
Ha ha ha ha ha ... That's right... You belong on the ground.

RAVEN
You should crawl on the ground like the snake you are!

The south side of the canyon. Snake gets back up and observes the tank.

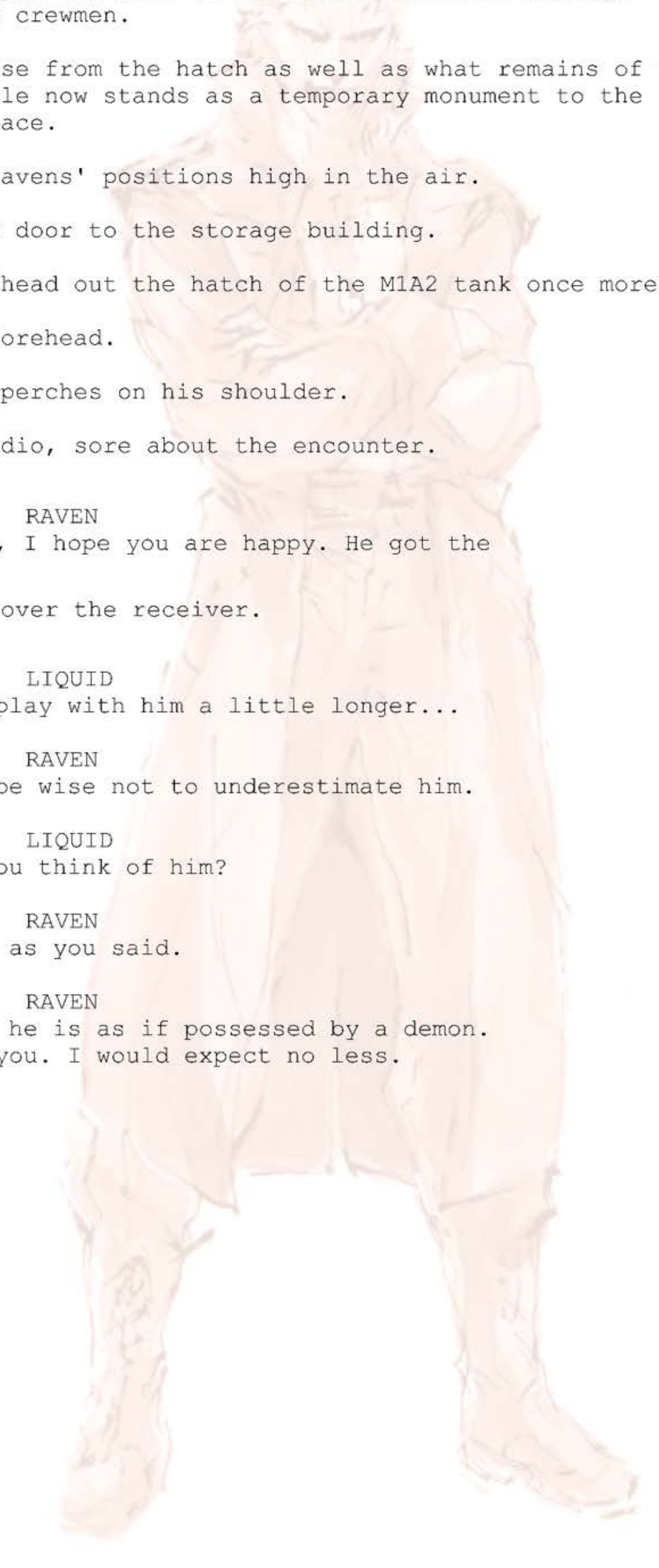
Its gun turns toward Snake's new position.

RAVEN
Come, let's fight!

Raven slams the hatch shut.

M1 Tank Battle 2

VS Tank Post-Victory Cutscene



Snake uses plastic explosives and hand grenades to stop the tank. He loots a card that will open the door to the Nuclear Warhead Storage Building from one of the crewmen.

White plumes of smoke rise from the hatch as well as what remains of the tank's tracks. The vehicle now stands as a temporary monument to the battle that just took place.

Overhead view from the ravens' positions high in the air.

Snake passes through the door to the storage building.

Vulcan Raven sticks his head out the hatch of the M1A2 tank once more.

He's bleeding from his forehead.

A raven dances down and perches on his shoulder.

Raven speaks into his radio, sore about the encounter.

RAVEN
Well, Boss, I hope you are happy. He got the card.

Liquid's voice comes in over the receiver.

LIQUID
... We'll play with him a little longer...

RAVEN
You would be wise not to underestimate him.

LIQUID
What did you think of him?

RAVEN
He is just as you said.

RAVEN
In battle, he is as if possessed by a demon. Much like you. I would expect no less.

Ocelot cuts into the conversation.

OCELOT
You see? I told you so. But I will kill him.

RAVEN
So, General Ivan, I hear he took your hand as well as your dignity?

OCELOT
Watch your tongue, Shaman!

RAVEN
In the language of the Sioux people, "Sioux" means snake. It is known as an animal to be feared.

OCELOT
Well, Snake is mine now... When I meet him next, I'll take special care of him.

LIQUID
Not yet. Don't kill him yet...

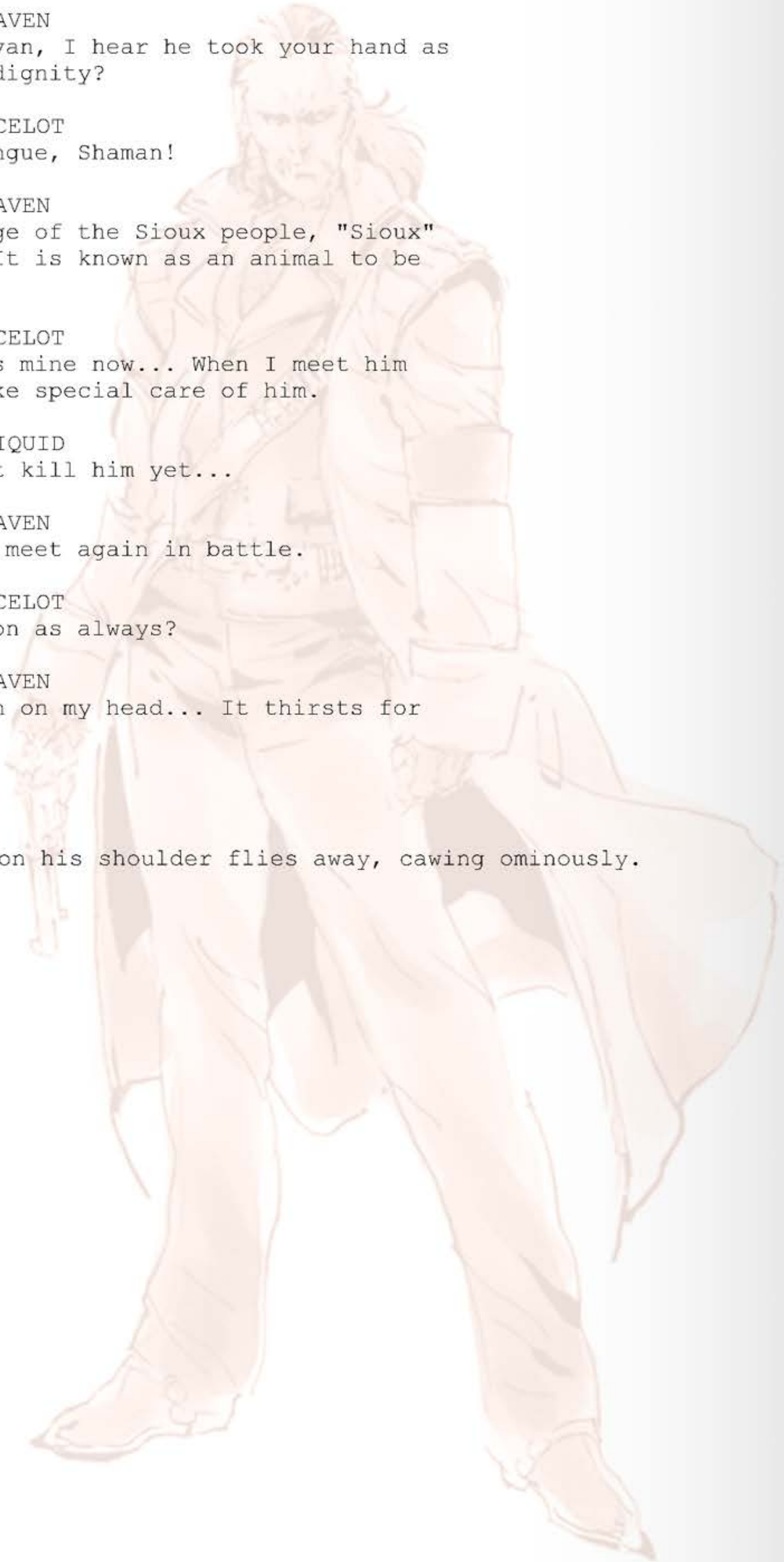
RAVEN
He and I will meet again in battle.

OCELOT
Same prediction as always?

RAVEN
Yes. The raven on my head... It thirsts for his blood.

Raven closes the hatch.

The raven that was perched on his shoulder flies away, cawing ominously.



Footnotes

[1] Medical treatment that repairs genes responsible for disease.

[2] Acronym for Defense Advanced Research Projects Agency. Conducts R&D on technology with military applications.

[3] Acronym for continuity of government. A procedure whereby in the event of a nuclear attack on the United States, a group of around 100 government officials are to take refuge in underground bunkers to ensure the country's government will continue to operate.

[4] Acronym for the National Security Agency. An intelligence gathering agency for the United States Department of Defense. Established in 1952, it specializes in communications intelligence activities aimed at protecting America's national security, through wiretapping, spy satellites, and other resources.

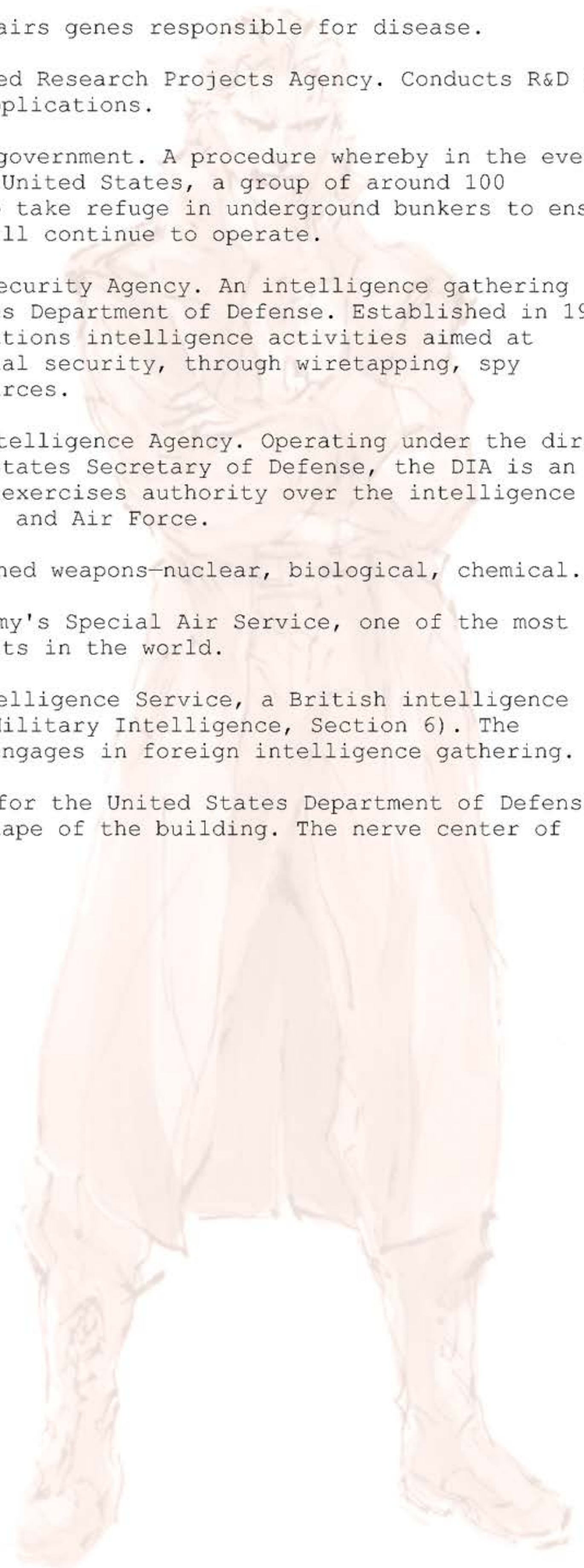
[5] Acronym for the Defense Intelligence Agency. Operating under the direct supervision of the United States Secretary of Defense, the DIA is an umbrella organization that exercises authority over the intelligence agencies of the Army, Navy, and Air Force.

[6] Acronym for a group of banned weapons—nuclear, biological, chemical.

[7] Acronym for the British Army's Special Air Service, one of the most elite counter-terrorism units in the world.

[8] Acronym for the Secret Intelligence Service, a British intelligence agency also known as MI6 (Military Intelligence, Section 6). The equivalent to the CIA, it engages in foreign intelligence gathering.

[9] The headquarters building for the United States Department of Defense, its name coming from the shape of the building. The nerve center of America's national defense.



Codec Conversations

•Campbell

Prior to Getting on Elevator

Cargo dock basics

CAMPBELL

Snake, don't forget this is a covert operation. There are lots of bad guys and only one of you. If you're spotted, you'll be surrounded before you know it.

*First time only

NAOMI

If that happens, you're finished.

*Second and subsequent times

CAMPBELL

First go to the elevator in the back. Take it up to the ground floor. Then look for the DARPA Chief.

In front of container or pipe (incoming call)

CAMPBELL

Snake, you have to crawl to get through there. First crouch down by pressing the Crawl Button and then use the Directional Button to crawl in the direction you want.

*First time only

NAOMI

Be careful though. Crawling is slow and you can't attack when you're doing it either.

CAMPBELL

You can stand up by pressing the Crawl Button again.

In the water

CAMPBELL
The O2 Gauge is automatically displayed whenever you're underwater or surrounded by gas. It represents one breath.

CAMPBELL
When the O2 Gauge reaches zero, your Life Gauge will begin to go down.

Near puddle

CAMPBELL
Snake, don't run over puddles.The splashing sound might alert your enemies. Be careful.

Near elevator

*First time only

CAMPBELL
Snake, there's an elevator there you can take up to the ground.

*If the elevator has arrived

CAMPBELL
Get on the elevator. It should take you right to the front of the Nuclear Weapon Disposal Facility. Be careful, though.

*If the elevator hasn't arrived

CAMPBELL
You'll just have to wait for the elevator to come down. You'd better hide somewhere.

*If the elevator has arrived, but it won't move since the player has been spotted by the enemy

CAMPBELL
Are you being chased, Snake? The elevators won't work when you're in either Evasion or Alert Mode. Shake the enemies off somehow.

•Campbell

Prior to Entering Heliport Duct

Heliport basics

CAMPBELL
Snake, your mission is to infiltrate, not to fight. Don't let the enemy see you.

*First time only, if player has been spotted by the enemy

CAMPBELL
You didn't waste any time in getting spotted, did you?

CAMPBELL
Too bad, it looks like your cover is blown. Proceed with extreme caution.

*End of branching dialogue

CAMPBELL
First you've got to rescue the DARPA Chief. Infiltrate the building in front. Look for some way to get in.

Near searchlight

CAMPBELL
Snake, they're using a searchlight to sweep the area. Make sure you stay out of the beam.

Heliport - near elevator

CAMPBELL
There's no turning back now, Snake. You've got a job to do and you're our only hope. The world is counting on you.

Heliport - near truck

CAMPBELL
It looks like a cargo truck.

CAMPBELL
They must use it for transporting goods around the base.

*If player has obtained a cardboard box, but hasn't used it to change locations yet

CAMPBELL
Snake, why don't you try to hide in the truck? If you disguise yourself as part of the cargo, you might be able to use the truck to get around.

Heliport - in front of main door

CAMPBELL
Snake, you'll never be able to get through the front door. Find some other way to get in.

Near door or duct (incoming call)

CAMPBELL
That base must have some kind of ventilation system to recirculate the air. There should be air ducts around there somewhere.

*First time only

CAMPBELL
They must need a lot of power to run the base. There's probably a diesel generator somewhere. And since generating electricity requires oxygen, there must be exhaust openings for that too.

CAMPBELL
You're not going to believe this, but they shot down the F-16s we were using as a diversion....with a Hind D! Then we got a message from Liquid. He said if we try something like that again, he'll launch the nuke!

CAMPBELL
Snake, hurry up and get in there! That Hind will be coming back soon.

•Campbell

Prior to Meeting the DARPA Chief

Tank Hangar 2F - surveillance camera

*A or B, at random

(A)

CAMPBELL
Watch out for that surveillance camera. You can probably jam it temporarily with your Chaff.

(B)

CAMPBELL
There should be a blind spot underneath that camera. You'll be okay if you stay flat up against the wall.

Tank Hangar 2F - noisy walkway

CAMPBELL
Don't make too much noise or you'll be spotted. Be careful when you're walking on that floor.

Tank Hangar - soldier who's nodded off

CAMPBELL
Even though the Genome Soldiers are strengthened by gene therapy, they still need to sleep. You can move safely while they're napping.

*First time only

NAOMI
The Genome Soldiers were specially trained so they can enter into a light sleep any time and still remain in attack posture. Be careful not to make noise when you're near them.

*Second and subsequent times

CAMPBELL
When they're yawning, their eyes are closed, so they shouldn't be able to see you. Be careful with your timing and you'll be okay.

Obtained a weapon

CAMPBELL

Good, you've got yourself a weapon. To use it, first hold down the Weapon Equip Button to enter "Weapon Mode." Then select the weapon you want with the Directional Button.

CAMPBELL

After you've selected the weapon you want, let go of the Weapon Equip Button to exit " Weapon Mode." The weapon you selected should appear in your hand. To use the weapon, follow the directions displayed in the window.

CAMPBELL

If you use the Weapon Quick Change Button, you can equip your weapon more quickly. While you're barehanded, press the Weapon Quick Change Button to equip the last weapon you used. Press the Weapon Quick Change Button while you're holding a weapon to be barehanded again.

*Only if the player doesn't have a suppressor

CAMPBELL

Don't fire your gun needlessly or you might be discovered. If you had a gun with a suppressor, it would be a different story...

*If player hasn't called Nastasha yet

CAMPBELL

If you have any questions about weapons or equipment, you should ask our military analyst, Nastasha. Her frequency is 141.52.

In front of the elevator

CAMPBELL

Snake, use the elevator to move from floor to floor.

CAMPBELL

To call the elevator, press the button on the nearby control panel by pressing the Action Button. The elevator should show up in no time.

Before the DARPA Chief's location cutscene

CAMPBELL

Snake, first you've got to find the DARPA Chief. Look for clues.

After the DARPA Chief location cutscene (2F duct)

CAMPBELL
Snake, didn't you hear that the DARPA Chief was moved to a cell in the first floor basement?

Inside the elevator

CAMPBELL
Use the elevator to change floors. To select the floor you want to go to, use the control panel inside the elevator, on the left.

CAMPBELL
Press up or down on the Directional Button to choose the floor. Then press the Action Button to confirm or the Crawl Button to cancel.

CAMPBELL
Be careful. The elevator won't work in either Alert Mode or Evasion Mode.

The prison - before the DARPA Chief cutscene (incoming call)

NAOMI
Snake! Look at your radar! We've picked up the DARPA Chief's signal.

MEI LING
Can you see the green dot flashing on your radar? That's coming from the transmitter in the Chief's body. That's where you'll find him.

CAMPBELL
It looks like the Chief is being held in a cell. Find some way to get in there. Hurry up and get him out.

After picking up the DARPA Chief's signal

*If player calls from somewhere other than B1

CAMPBELL
Snake, didn't you pick up the DARPA Chief's signal in the first floor basement?

Prison door - before the DARPA Chief cutscene

CAMPBELL

Snake, that door is protected by a security system. It won't open without the right security card.

CAMPBELL

There must be some other way to get in. Take a look around. The best way to do that is to use "First Person View Mode." Press the First Person View Button to go into "First Person View Mode."

Prison duct - near DARPA Chief (incoming call)

CAMPBELL

Snake, the DARPA Chief's signal is coming from somewhere in that area. Isn't there some place to drop down? Take a look around in First Person View Mode.

•Campbell

Prior to Ocelot Battle

Tank Hangar - after DARPA Chief cutscene

*First time only

CAMPBELL

Sorry Snake, but it looks like the rescue was a failure. There's no reason to stay in that cell anymore...

*Second and subsequent times

CAMPBELL

Snake, get out of there and go to the second floor basement. You've got to rescue the president of ArmsTech, Kenneth Baker, before the terrorists find out his detonation code.

Meryl prison battle (incoming call)

*If player doesn't fire after a certain amount of time

CAMPBELL
Snake! What are you doing? Take care of the bad guys and get the hell out of there!

*If player has a weapon

CAMPBELL
You better use that weapon you found!

*If player doesn't have a weapon

CAMPBELL
Try to pick up an enemy's fallen weapon!

Prison - after Meryl escapes

*First time only

NAOMI
Snake, Psycho Mantis has the power to read people's minds. He got the DARPA Chief's detonation code. Hurry. up or he'll get Baker's code too...

CAMPBELL
That's right. If the terrorists get Baker's code, they'll be able to launch that nuke anytime they want.

SNAKE
cuts off Yeah, they'll use Metal Gear to do it... Colonel, did you know they were conducting a military exercise here using Metal Gear?

CAMPBELL
... I didn't know.

SNAKE
Really?

CAMPBELL
Snake, you've got to understand. I'm just the middleman in this operation.

*Second and subsequent times

CAMPBELL
Anyway, hurry up and get to the second floor basement! You've got to save the ArmsTech president before the terrorists find out his code.

Armory - before destroying wall

CAMPBELL
The walls that were cemented over should look slightly different. Look at the walls carefully in First Person View Mode. Try to find the walls that have a different pattern.

*First time only

NAOMI
Did you try hitting the wall? Maybe it'll sound different too.

*If player doesn't have C4

CAMPBELL
You'll need some kind of explosive to destroy the wall...like C4 or something. Take a good look around the armory.

*If player does have C4

CAMPBELL
Those C4 explosives you've got should be able to destroy the walls that were cemented over.

After destroying wall

CAMPBELL
Good. Looks like it worked. If what the DARPA Chief said is true, President Baker should be up ahead. Hurry up and get him out of there.

After destroying wall - somewhere other than armory south

CAMPBELL
President Baker should be somewhere to the south of where you blasted through the wall. Hurry and save him before the terrorists discover his code.

After destroying wall - armory south

CAMPBELL
President Baker should be somewhere around there. Hurry up and find him.

CAMPBELL
Also, you can't use your radar around there. Mei Ling says it's because of electronic jamming. If you want to know more, ask her.

•Campbell

Prior to Calling Meryl

Armory south - Ocelot battle

*First time only

CAMPBELL
If you've got a question about FOX-HOUND, ask Dr. Naomi.

NAOMI
Revolver Ocelot is a former member of Spetsnaz. After the fall of the Soviet Union, he apparently served in the Russian Tax Police's elite swat team.

NAOMI
After that, he joined the SVR, the Russian Foreign Intelligence Agency, which was formerly a part of the KGB.

NAOMI
But according to my sources, he was dissatisfied with the rigid system of the KGB and wanted to get out. That's when he was recruited by FOX-HOUND.

NAOMI
He's a gun fanatic and totally obsessed with cowboy movies and spaghetti westerns. He's also something of a sadist... he learned the most advanced torture techniques while he was with Spetsnaz.

CAMPBELL
Yeah, he had plenty of practice. The Lubianka Prison is located right there inside KGB headquarters.

*Second and subsequent times: A, B, C, D, or E, at random

(A)

CAMPBELL
Make sure President Baker doesn't get hurt. If he's killed, it's all over. Try not to cross over that yellow line or you might set off the explosion.

(B)

CAMPBELL
In a gunfight, reloading is usually the most dangerous time. But he loves it. Use that to your advantage.

CAMPBELL
You'll have to take him out when he's reloading. Can you see where his number of remaining bullets is displayed on the screen? Wait for the right moment and then take him out!

(C)

CAMPBELL
You might also try to faze him with a Stun Grenade.

(D)

CAMPBELL
If you get too close to Ocelot, he'll run away and shoot you from distance. So be careful.

(E)

CAMPBELL
Don't forget that President Baker is there. He's wrapped up in C4, so don't use any type of explosive near him.

Armory south - gun camera area

CAMPBELL
Snake, there are gun cameras set up there. If they detect you, they'll open fire.

CAMPBELL
Stay out of the cameras' field of vision. You could also try to jam them with Chaff.

Armory - FAMAS

CAMPBELL
It looks like the place is protected by infrared sensors. Somehow, you'll have to make it past the beams.

Armory - near pitfall

CAMPBELL
Snake. Be careful. There are trap doors near there and the fall will kill you. Stay close up against the wall and you should be okay.

*First time only

CAMPBELL
You should be able to see where the trap doors are if you use your Thermal Goggles.

Before contacting Meryl - somewhere other than armory south

*First time only

CAMPBELL
The DARPA Chief and President Baker... So now the terrorists know both detonation codes...

SNAKE
very puzzled Yeah. And on top of that, they both died right in front of my eyes.

CAMPBELL
Snake, now that the terrorists have both detonation codes, the only way to stop a nuclear launch is to either use the detonation code release keys that Meryl's holding, or...

SNAKE
Or find the Metal Gear chief engineer that President Baker mentioned... Hal Emmerich.

*Second and subsequent times

CAMPBELL
In any case, you should contact Meryl by Codec. Wasn't her frequency written on the back of the CD case?

First time calling after having called Meryl

*First time only

SNAKE
Don't worry, Colonel. Meryl is fine.

CAMPBELL
relieved Thank God...

NAOMI
Meryl is a very strong woman. I really respect her.

SNAKE
She's got plenty of heart.

CAMPBELL
Thanks, Snake.

SNAKE
Not so fast. The real mission is still ahead.

*Second and subsequent times

CAMPBELL
Rescuing that Metal Gear engineer is now your primary goal. When Meryl opens up the cargo door, I want you to head north.

After Meryl opens the cargo door

CAMPBELL
Meryl contacted you, didn't she? Go through the cargo door in the north part of the hangar. Head for the Warhead Storage Building.

•Campbell

Prior to M1 Tank Battle

Canyon - before tank battle

CAMPBELL
If you go north from there, you should come to the Warhead Storage Building.

NAOMI
Dr. Emmerich is probably being held there.

CAMPBELL
You've got to save him and find out how to destroy Metal Gear.

Canyon - minefield

*If player doesn't have the Mine Detector

CAMPBELL
A minefield, huh. You'll need a Mine Detector.

CAMPBELL
Meryl knows the base like the back of her hand. Why don't you ask her?

*If player does have the Mine Detector

CAMPBELL
A mine field, huh. Don't forget to use your mine detector.

CAMPBELL
When you find out where a mine is, crawl forward and try to recover it.

After Deepthroat calls

*First time only

SNAKE
Colonel, I got a Codec call from someone outside this operation!

CAMPBELL
I know. We were monitoring the call. Mei Ling knows everything about the communications system, so let me have her explain it to you.

MEI LING
Well, if somebody knows your frequency, they can call you. But the question is how did he learn it...? It's top secret information...

SNAKE
So you mean someone leaked the information?

MEI LING
That's the only explanation I can think of...

SNAKE
Mei Ling, do you know where that transmission originated from?

MEI LING
I'm sorry. The radio waves were too weak to locate their source. But I'm sure he's near you... somewhere on the base.

*Second and subsequent times

CAMPBELL
Snake, you'll have to go through the mine field to advance.

•Campbell

Prior to Entering Nuclear Warhead Storage Building

M1 tank battle

*First time, before calling Nastasha

CAMPBELL
Snake, look out for that tank's main gun. It'll pulverize you.

CAMPBELL
There should be some way. Ask Nastasha. She knows everything there is to know about weapon systems.

*Second time, after calling Nastasha

CAMPBELL
A tank can't operate by itself. It's actually a fairly delicate weapon. Don't worry. You've got at least a fighting chance. Ask Nastasha what she thinks.

*Third and subsequent times, after calling Nastasha

CAMPBELL
You can't get to the Warhead Storage Building unless you beat the tank, Snake. You've got to destroy it.

•Mei Ling

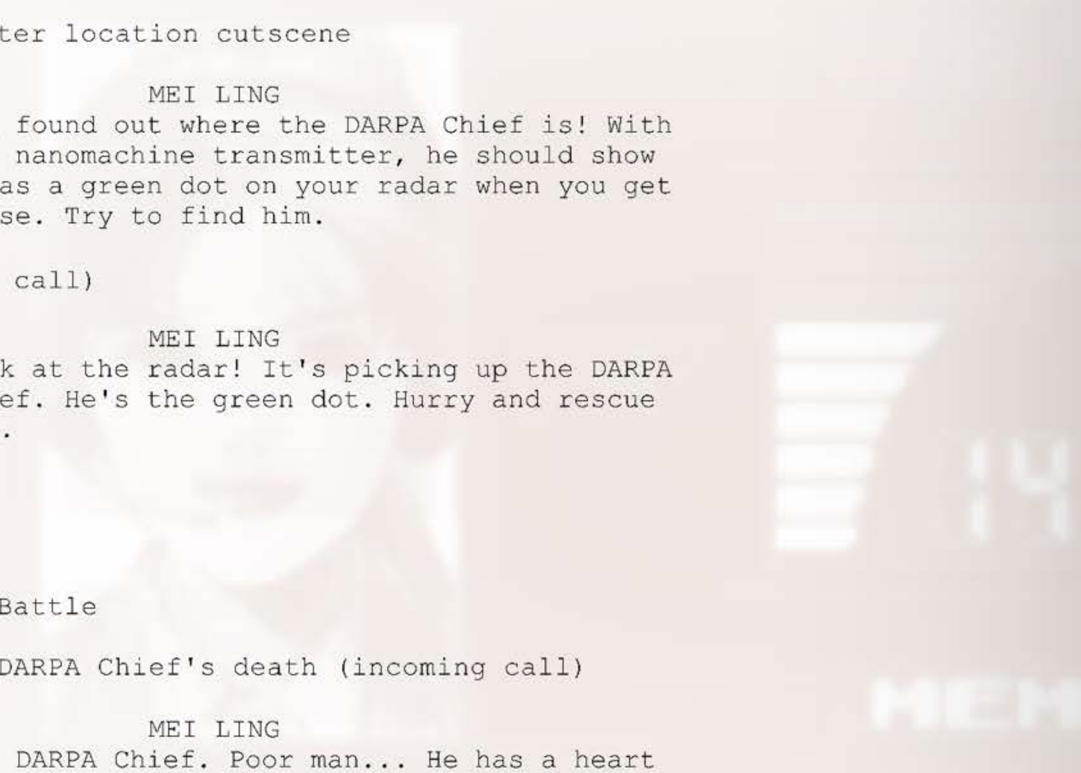
Prior to Meeting the DARPA Chief

Intrusion Mode

MEI LING
Sorry. The Soliton Radar won't work in a narrow space.

MEI LING
Too much harmonic resonance. The radio waves produce interference and we can't analyze the topographic data. Try to hang on until you get to a more open space. Okay?

DARPA Chief - after location cutscene



MEI LING
You found out where the DARPA Chief is! With his nanomachine transmitter, he should show up as a green dot on your radar when you get close. Try to find him.

Prison (incoming call)

MEI LING
Look at the radar! It's picking up the DARPA chief. He's the green dot. Hurry and rescue him.

•Mei Ling

Prior to Ocelot Battle

Right after the DARPA Chief's death (incoming call)

MEI LING
The DARPA Chief. Poor man... He has a heart attack right after you save him...

MEI LING
I'm getting a bad feeling about this, Snake. Maybe you should let me save your mission.

Armory

MEI LING
Snake, you can't use your radar in that area. There's some kind of electronic jamming coming from there... I wonder what it is. Anyway, be careful.

•Mei Ling

Prior to M1 Tank Battle

Canyon - after Deepthroat calls

*First time only

SNAKE
Mei Ling, how can someone outside of this operation cut into my Codec?

MEI LING
You're talking about that guy calling himself Deepthroat. We were monitoring from here.

SNAKE
What about it?

MEI LING
Well, if somebody knows your frequency, they can call you. But the question is how did he learn it...? It's top secret information...

SNAKE
Can you tell where he called from?

MEI LING
I'm sorry. The signal is too weak to locate its source. But I'm sure he's near you... somewhere on the base.

•Nastasha

First Call

NASTASHA
This is Nastasha Romanenko. A pleasure to work with you, Solid Snake.

SNAKE
You're the nuclear specialist that the Colonel mentioned?

NASTASHA
That's me. You can ask me anything about nukes that you want.

NASTASHA
I am also a military analyst, so I have an extensive knowledge of weapon systems as well.

NASTASHA
They asked me to participate in this operation as a supervisor from the Nuclear Emergency Search Team. I was happy to accept.

NASTASHA
We must not allow terrorists to get their hands on nuclear weapons of any kind. I hope I can help you to stop them.

SNAKE
You're a tough lady.

NASTASHA
seriously Those terrorists are serious about launching a nuclear weapon? The world cannot stand by idly and allow that to happen. And neither can I...

NASTASHA
Unfortunately, all I can do from here is provide you with information...

SNAKE
kindly while acknowledging Nastasha's enthusiasm Hopefully, that'll be enough. Another soldier here wouldn't make a difference anyway. It's good to work with you, Nastasha.

NASTASHA
Same here, Snake.

•Nastasha
Prior to Meeting the DARPA Chief

Tank Hangar 2F - surveillance camera

NASTASHA
Security cameras? Da. That is the wireless type which transmits visual data to a central security area. If you use Chaff, you will be able to disable it.

•Nastasha
Prior to Ocelot Battle

Armory south - gun camera area

NASTASHA
Snake, there are gun cameras somewhere around there. They'll open fire automatically if they detect you. Be careful.

NASTASHA
You should be able to confuse their sensors briefly with your Chaff. Get past them while they are disabled!

*If player has Stinger Missiles

NASTASHA
You could also destroy them with your Stinger Missiles.

•Nastasha

Prior to Calling Meryl

Armory FAMAS room - infrared sensors

NASTASHA
Snake, that room is set with infrared sensors. You should be able to see them if you had some smoke... cigarette smoke or something.

*First time only

SNAKE
Sorry, but these are smokeless cigarettes.

NASTASHA
You mean those cigarettes that are designed to cut down on second-hand smoke? Oh well. Don't worry... If you blow the smoke in the direction of the infrared sensors, you should be able to see them.

NASTASHA
That was a good idea bringing the cigarettes. But don't smoke too much. Cigarettes make you weak, in mind and body. They are bad for you.

Armory south - Ocelot battle

*First time only

NASTASHA
with some surprise He's using a Single Action Army? The first model of that gun was made in 1873... over 130 years ago.

NASTASHA
Today they're still being made in small numbers, but that's just for collectors and such. Nobody uses them in combat anymore...

*Second and subsequent times

NASTASHA
The biggest drawback to revolver style handguns is the reload time. That's your chance.

•Nastasha

Prior to M1 Tank Battle

Canyon - after hearing about minefield

NASTASHA
That area is mined?

*If player doesn't have the Mine Detector

NASTASHA
If you only had a Mine Detector...

*If player does have the Mine Detector

NASTASHA
After you locate the mines on your radar, crawl forward and retrieve them.

*End of branching dialogue, first time only

NASTASHA
Anti-personnel mines have killed over 20,000 non-combatants in the past thirty years. In countries like Cambodia and Nicaragua, the killing and maiming of innocent victims continues long after the wars have ended.

NASTASHA
It is easy to plant the mines, you see, but removing them is a different matter. It requires more time and manpower than anyone is willing to invest.

NASTASHA
The superpowers need to donate more mine detectors and other equipment to remove them. It is the least we could do after laying them.

•Nastasha

Prior to Entering Nuclear Warhead Storage Building

Canyon - M1 tank battle

*First time only

NASTASHA

That M1 tank is equipped with advanced vetronics. Once it locks on to a target, it automatically tracks it, and its main gun is effective up to 3000 meters (9842 feet).

NASTASHA

To get close, you'll have to confuse its tracking system. Use your Chaff. If you can jam the system and get close enough, it won't be able to use its main gun.

NASTASHA

Use your Chaff at a long distance to fool its electronic systems.

*Second time only

NASTASHA

Even if you can get close, the M1 tank's maximum speed is 45 miles per hour. First, you'll have to slow it down. Go after its caterpillars with C4 or Grenades.

NASTASHA

Once it slows down, toss a Grenade in the commander's turret. The M1 has exceptionally strong armor. With your weapons, the only way to beat it is to attack the soldiers inside through the hatch.

NASTASHA

Try to aim at the upper hatch with your grenades.

•Master
Prior to Entering Heliport Duct

Standing on snow at the heliport

MASTER
If you leave a lot of footprints, you can confuse your enemy. But don't let your footprints reveal the direction you went in. Disguise your footprints to fool the enemy.

•Master
Prior to Meeting the DARPA Chief

Master Miller's self-introduction

*First call

MASTER
Snake, this is McDonell Miller. It's been a long time.

SNAKE
Master? What are you doing here?

MASTER
I quit being a drill instructor, so I moved out here for some peace and quiet. I'm in retirement just like you. Once in a while I still help train the Alaskan Scouts.

SNAKE
Passing on the skills to a new generation, huh?

MASTER
Campbell told me about the situation here. I thought I might be of some use.

SNAKE
There's no one I'd rather have in a foxhole than you.

MASTER
Well I know lots about survival in a harsh environment.

MASTER
I've lived in Alaska longer than you, so call me if you have any questions about the flora or fauna out here. My frequency is 141.80.

Inside duct

MASTER
Those mice are Alaskan field mice. Don't worry. They can't hurt you.

*First time only

MASTER
Wild field mice don't have a thick layer of fat, but they can still survive the bitter winters here without hibernating. They dig tunnels under the snow and that's where they stay warm.

SNAKE
Survival specialists, huh? I should learn from them.

MASTER
But there's a dark side too. Sometimes the males will kill and eat offspring that's not their own.

SNAKE
To ensure the survival of their own genes, right?

MASTER
Yeah. Pretty brilliant program, huh?

*Second and subsequent times

MASTER
If there are mice, that means there must be an exit somewhere. Follow the mice.

Tank Hangar 2F - noisy walkway

MASTER
Snake, that floor is designed so that your footsteps echo.

*First time only

MASTER
Listen, Snake. There's a way to walk so that your footsteps won't be heard. I call it " stalking." Here's how you do it.

MASTER
First, put your weight on the opposite foot that you're going to step with. Then take a step so that your heel makes contact with the ground first. Then as you slowly lower the tip of your foot to the floor, gradually shift your weight onto that foot.

MASTER
Use your knees to maintain the subtle balance. Try it.

SNAKE
I... I can't do it...

MASTER
Another way is to wear your socks over your shoes...

*Second and subsequent times

MASTER
If you crawl on your stomach, you won't make any noise either...

•Master

Prior to Ocelot Battle

The prison - after the DARPA Chief's death

*First time only

MASTER
surprised You say the DARPA Chief is dead!?

SNAKE
Yeah... According to Naomi, it was a heart attack.

MASTER
It couldn't be...

MASTER
bitterly Well... it looks like all you can do now is find Kenneth Baker, the president of ArmsTech.

MASTER
He's in the second floor basement, isn't he?

SNAKE
Yeah, on the other side of the wall that was cemented over.

MASTER
Okay. Good luck, Snake. You can do it...

•Master

Prior to Calling Meryl

Armory south - Ocelot battle

*First time only

MASTER
The muzzle velocity of a bullet fired from a revolver is slower than one fired from an automatic. That's bad for you.

MASTER
The slower a gun's muzzle velocity, the more damage it does. That's 'cause the bullet will tend to lodge in the body instead of going right through.

MASTER
Those kind of wounds take a long time to heal. Sometimes they never do. I think that's part of the reason he likes that gun. He's a real sick puppy, that Ocelot...

*Second and subsequent times

MASTER
The biggest drawback to a revolver is the reload time. That's your chance!

After Baker's death

*First time only

MASTER
First, the DARPA Chief and then President Baker die of a heart attack?

SNAKE
Yeah. Smells pretty rotten to me. Master, do you know anything?

MASTER
thinking No... but there's definitely something going on. Keep your eyes open out there.

•Master

Prior to M1 Tank Battle

After Deepthroat calls

*First time only

SNAKE
Master, does the name Deepthroat mean anything to you?

MASTER
Deepthroat? What? You mean the guy from Watergate?

SNAKE
No. But he uses the same name. Whoever he is, he's not part of our operation, but he's been giving me advice by Codec.

MASTER
What?

SNAKE
On top of that, he wasn't using burst transmission. It seems he was transmitting from somewhere on this base.

MASTER
hiding his surprise Somewhere on the base?

SNAKE
Yes.

MASTER
... I have no idea who that could be.

SNAKE
I see...

•Meryl

Prior to M1 Tank Battle

Before she opens cargo door

*First time only

MERYL
Snake?... Don't be so impatient. Settle down. I need a little more time to get the cargo door open.

*Second and subsequent times

MERYL
I'll call you when I get the door open. Just wait a little. Okay?

Tank Hangar ground floors - after cargo door is open

MERYL
The cargo door's open already. If you exit there and go north, you'll get to the Warhead Storage Building where Dr. Emmerich is being held.

MERYL
I'll head there now and wait for you. Hurry after me okay?

Tank Hangar basement floors - after cargo door is open

MERYL
Snake, did you lose your way? The cargo door is on the first floor.

Heliport - after cargo door is open

MERYL
shocked Snake, where are you going? The Warhead Storage Building is north. I can't believe it... Solid Snake is lost... I guess it's true, the reality really can't live up to the legend.

Cargo door air lock (incoming call)

MERYL
Be careful, Snake. That air lock is set with infrared sensors.

*First time only

MERYL
You probably can't see them with your naked eyes, but there are infrared beams coming out of that wall. Touch any one of them, and the doors will seal off and the place will be flooded with poison gas.

MERYL
Somehow, you've got to get through without setting off those sensors.

Obtained a cardboard box

*First time only

MERYL
A cardboard box? I heard stories from my uncle, but I always thought he was pulling my leg... I... I've got no comment.

Canyon - basics

MERYL
If you go north from there, you'll eventually come to the Warhead Storage Building. Dr. Emmerich should be in the laboratory area in the second floor basement.

*First time only

MERYL
I'll go ahead and wait for you there.

SNAKE
Meryl.

MERYL
What? Are you going to tell me to stay back 'cause I'm too green again?

SNAKE
Nope. It's your decision. I can't stop you from doing what you want, but...

MERYL
But?

SNAKE
concerned Don't do anything stupid, okay?

MERYL
jokingly pouting Stupid? Boy... Thanks for the great show of confidence...

SNAKE
admonishingly Meryl...

MERYL
Anyway... I'll see you there.

Minefield

*First time only

MERYL
The place is mined? Well, if you use a Mine Detector, you'll be able to see the mines displayed on your radar.

*If player doesn't have the Mine Detector

MERYL
If you need a Mine Detector, there should be one on the second floor of the Tank Hangar.

•Meryl

Prior to Entering Nuclear Warhead Storage Building

M1 tank battle

*A or B, at random

(A)

MERYL
I think you might be able to fool the tank's electronic systems with a Chaff Grenade.

(B)

MERYL
No matter how good you are, there's no way you can match up against an M1 tank. All you can do is try to take out the person in the driver's seat.

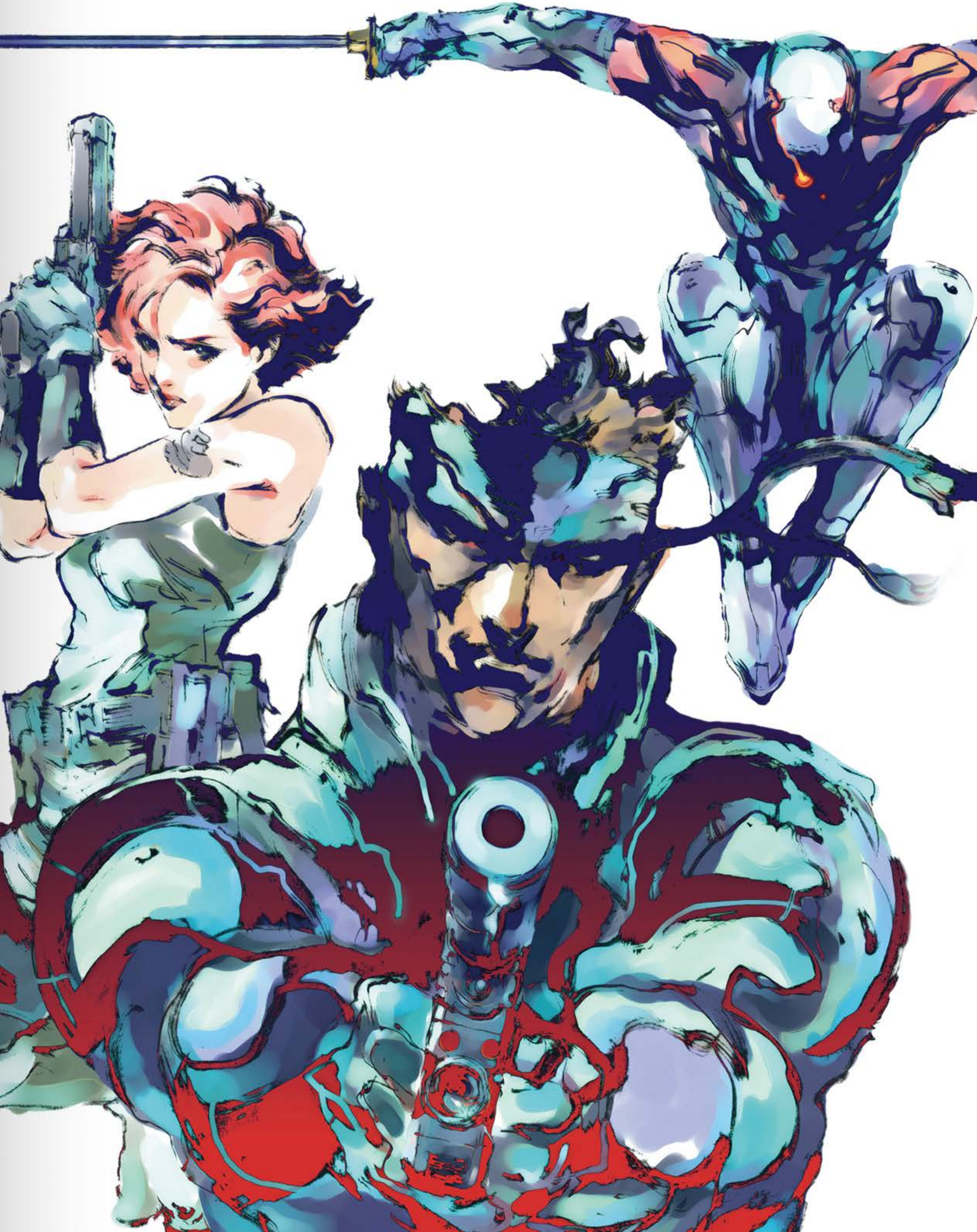
MERYL
With grenades, you should be able to attack the soldier on top of the tank too.

SECTION 2

After M1 Tank Battle

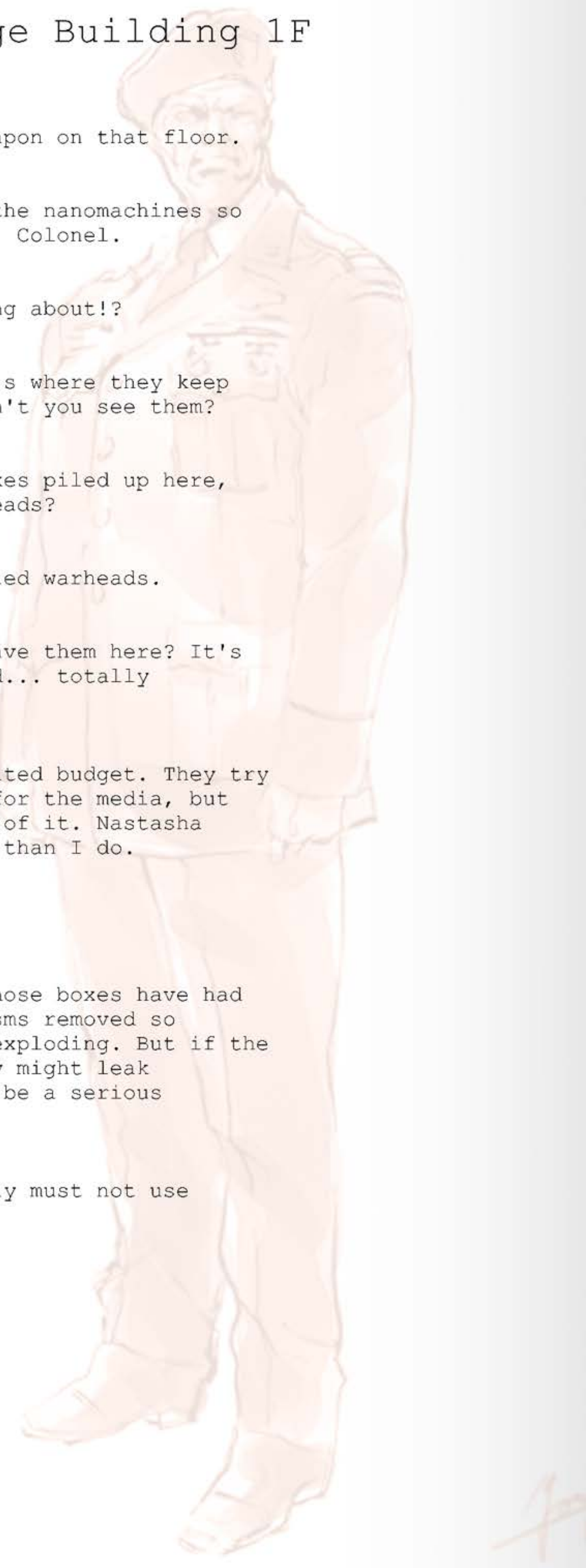
– Wolf Battle (1st)

Ｍ１戦車戦後～ウルフ戦（１ｓｔ）



Nuclear Warhead Storage Building 1F

Codec Call



CAMPBELL
Snake, never use your weapon on that floor.

NAOMI
I've already programmed the nanomachines so that he won't be able to, Colonel.

SNAKE
What! What are you talking about!?

NAOMI
Have you forgotten? That's where they keep the nuclear warheads. Can't you see them?

SNAKE
Yeah. There's lots of boxes piled up here, but... are they all warheads?

CAMPBELL
Yes. They're all dismantled warheads.

SNAKE
disgusted They just leave them here? It's like President Baker said... totally careless.

CAMPBELL
They're working on a limited budget. They try to put on a pretty face for the media, but this is the grim reality of it. Nastasha knows lots more about it than I do.

CAMPBELL
Her frequency is 141.52.

NAOMI
All of the warheads in those boxes have had their detonation mechanisms removed so there's no fear of them exploding. But if the warheads are broken, they might leak plutonium and that would be a serious problem.

CAMPBELL
Be careful. You absolutely must not use weapons in that area.

Cyborg Ninja Battle 0

High-Voltage Current Warning

DEEPTHROAT
Snake, watch out!

DEEPTHROAT
That place is filled with gas.

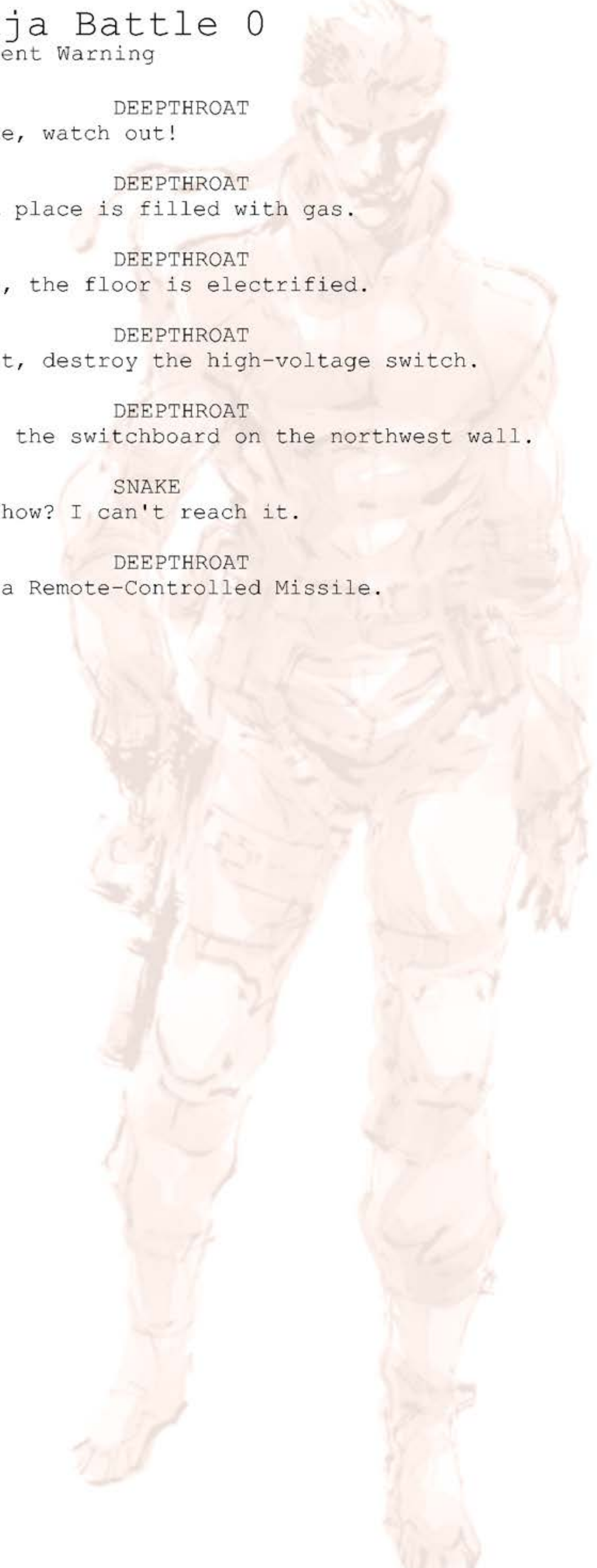
DEEPTHROAT
Also, the floor is electrified.

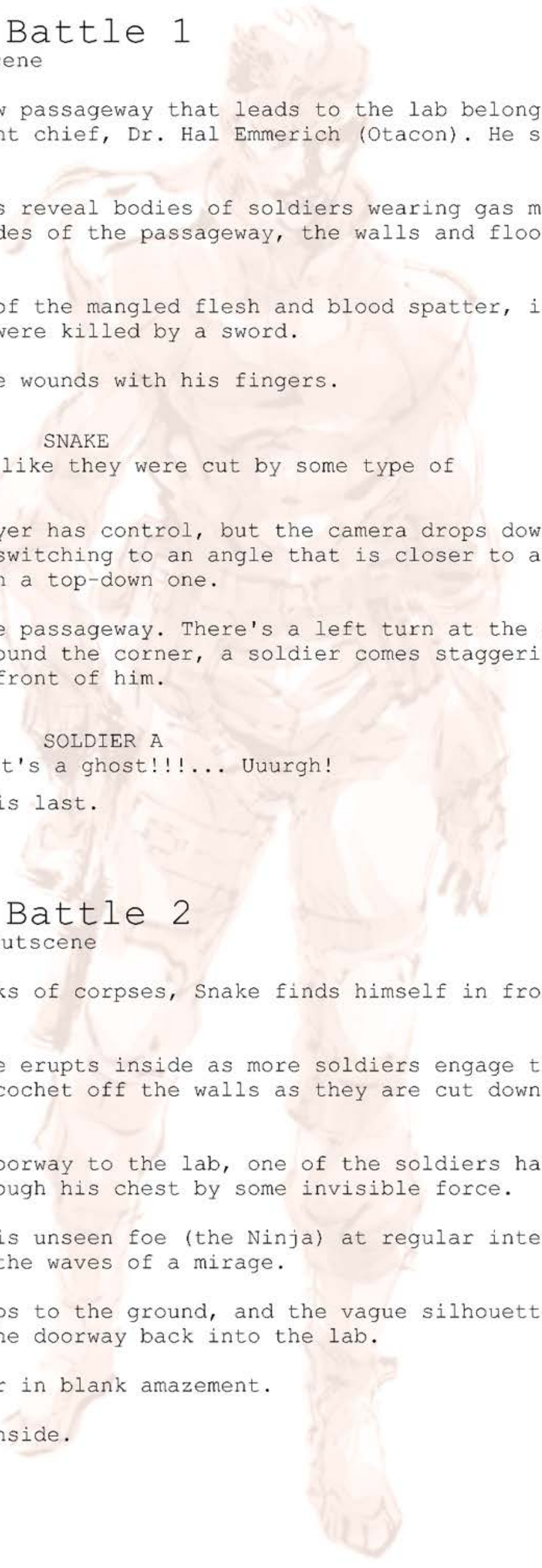
DEEPTHROAT
First, destroy the high-voltage switch.

DEEPTHROAT
It's the switchboard on the northwest wall.

SNAKE
But how? I can't reach it.

DEEPTHROAT
Use a Remote-Controlled Missile.





Cyborg Ninja Battle 1

Soldiers' Bodies Cutscene

Snake enters the narrow passageway that leads to the lab belonging to Metal Gear's development chief, Dr. Hal Emmerich (Otacon). He scans the area.

Cold fluorescent lights reveal bodies of soldiers wearing gas masks piled up along both sides of the passageway, the walls and floor stained with blood.

From the presentation of the mangled flesh and blood spatter, it would appear all of the men were killed by a sword.

Snake traces one of the wounds with his fingers.

SNAKE
It looks like they were cut by some type of blade.

Overhead view. The player has control, but the camera drops down behind Snake (facing north), switching to an angle that is closer to a behind-the-character view than a top-down one.

Snake proceeds down the passageway. There's a left turn at the end of it. Before Snake can round the corner, a soldier comes staggering into view and collapses in front of him.

SOLDIER A
It's... it's a ghost!!!... Uuurgh!

The soldier breathes his last.

Cyborg Ninja Battle 2

In Front of Lab Door Cutscene

Trudging past the stacks of corpses, Snake finds himself in front of the lab.

A second later, gunfire erupts inside as more soldiers engage the Ninja. Their dying screams ricochet off the walls as they are cut down in quick succession.

In front of the open doorway to the lab, one of the soldiers has had a blade shoved clean through his chest by some invisible force.

Sparks shoot out of this unseen foe (the Ninja) at regular intervals. His outline resembles the waves of a mirage.

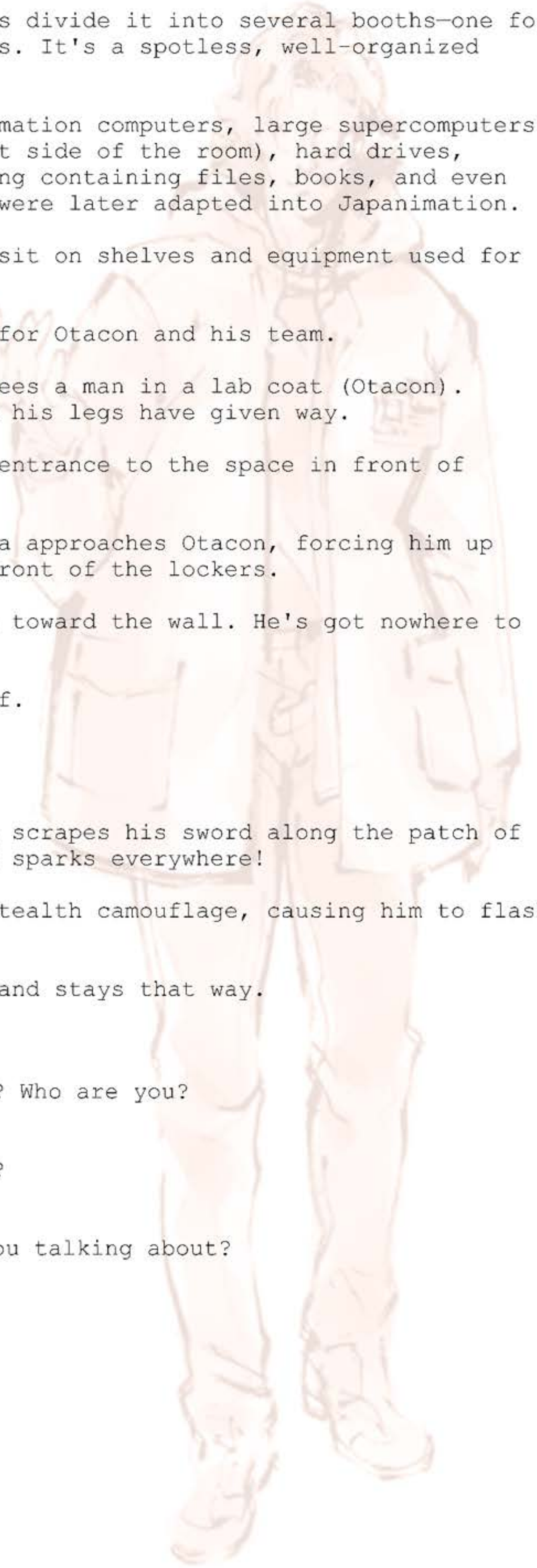
The soldier's body drops to the ground, and the vague silhouette of the Ninja passes through the doorway back into the lab.

Snake watches him enter in blank amazement.

He follows the Ninja inside.

Cyborg Ninja Battle 3

The Ninja Reappears Cutscene



Otacon's personal lab. Partitions divide it into several booths—one for Otacon, others for his assistants. It's a spotless, well-organized environment.

Its features include office automation computers, large supercomputers (behind the partition on the west side of the room), hard drives, documents, and impressive shelving containing files, books, and even manga, specifically titles that were later adapted into Japanimation.

Flasks, beakers, and test tubes sit on shelves and equipment used for chemical and other experiments.

One nook of the lab has lockers for Otacon and his team.

When Snake enters the room, he sees a man in a lab coat (Otacon). Something has scared him so much his legs have given way.

Bloody footprints lead from the entrance to the space in front of Otacon.

The shimmering shape of the Ninja approaches Otacon, forcing him up against the glass partition in front of the lockers.

Otacon scooches back on his butt toward the wall. He's got nowhere to run.

He's so terrified he wets himself.

OTACON
!...

His form still hidden, the Ninja scrapes his sword along the patch of floor Otacon has soiled, sending sparks everywhere!

The sparks disrupt the Ninja's stealth camouflage, causing him to flash into view.

A moment later, he materializes and stays that way.

OTACON
Stealth camouflage? Who are you?

NINJA
Where is my friend?

OTACON
What... what are you talking about?

Snake moves toward the middle of the room. Otacon spots Snake and directs his attention at him now.

OTACON
What next?

Noticing the change in Otacon's gaze, the Ninja slowly turns around. He sees who Otacon was looking at.

NINJA
Snake!!

His voice is hard to make out at times—mixed in with it are respiratory noises that sound like they're coming directly from his trachea.

SNAKE
You're that Ninja...

NINJA
I've been waiting for you, Snake.

The Ninja turns so he's squarely facing Snake, then readies his blade.

SNAKE
Who are you!?

NINJA
Neither enemy nor friend. I am back from a world where such words are meaningless...

Blood from the soldiers he's just killed still drips from the weapon.

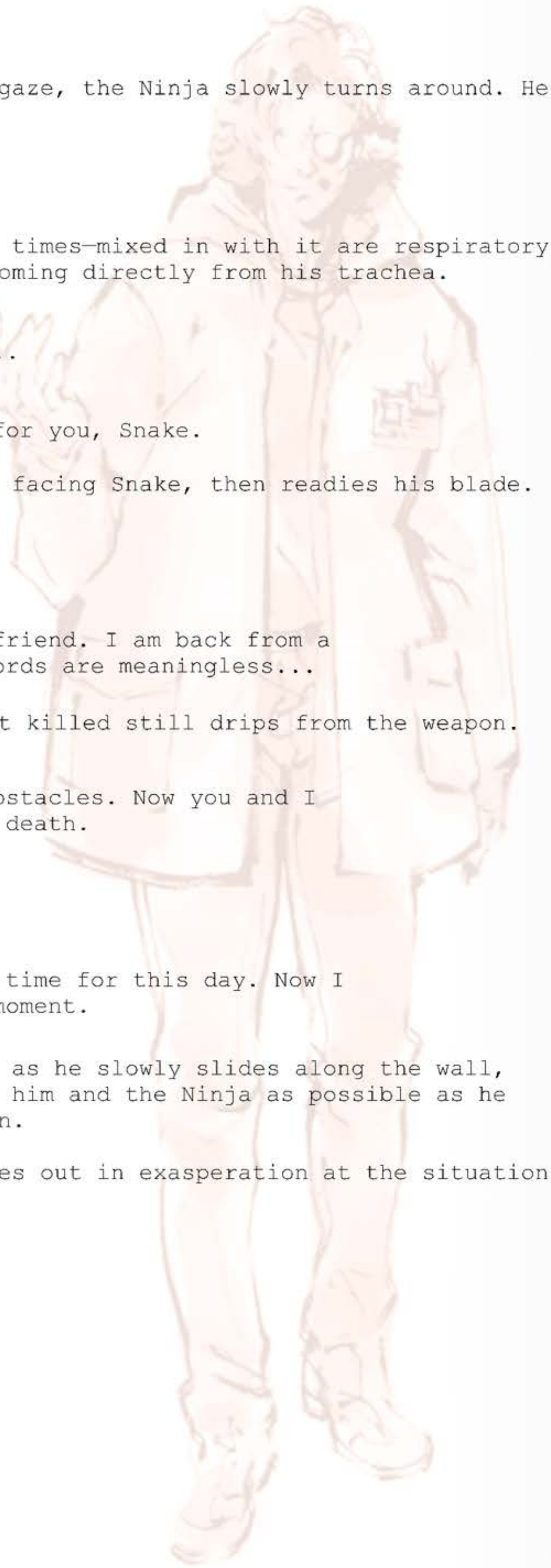
NINJA
I've removed all obstacles. Now you and I will battle to the death.

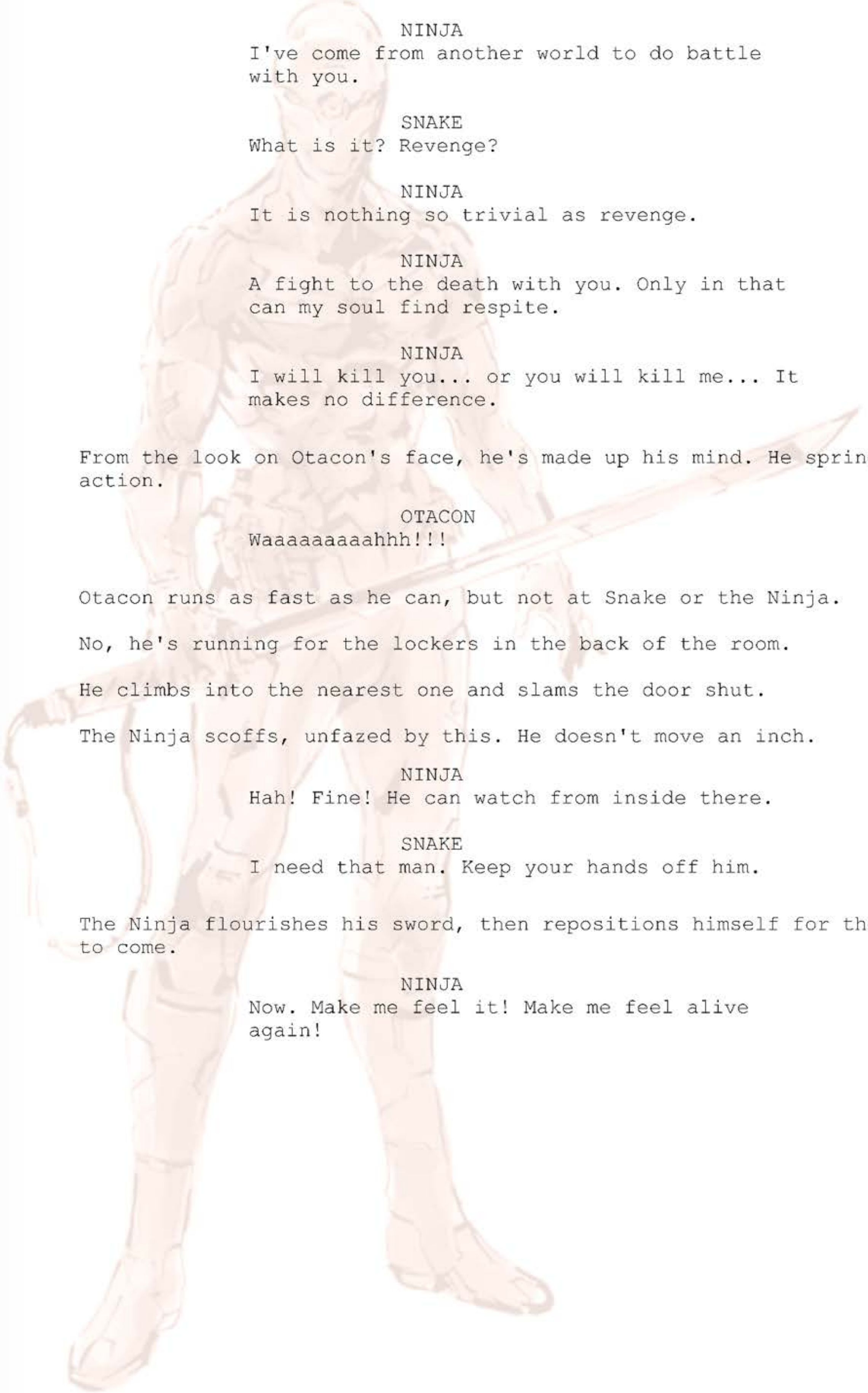
SNAKE
What do you want?

NINJA
I've waited a long time for this day. Now I want to enjoy the moment.

Otacon listens to their exchange as he slowly slides along the wall, putting as much distance between him and the Ninja as possible as he waits for the right moment to run.

As he continues to move, he chokes out in exasperation at the situation he's found himself in.





OTACON
What... what's with these guys?... It's like one of my Japanese animes...

NINJA
I've come from another world to do battle with you.

SNAKE
What is it? Revenge?

NINJA
It is nothing so trivial as revenge.

NINJA
A fight to the death with you. Only in that can my soul find respite.

NINJA
I will kill you... or you will kill me... It makes no difference.

From the look on Otacon's face, he's made up his mind. He springs into action.

OTACON
Waaaaaaaaahhh!!!

Otacon runs as fast as he can, but not at Snake or the Ninja.

No, he's running for the lockers in the back of the room.

He climbs into the nearest one and slams the door shut.

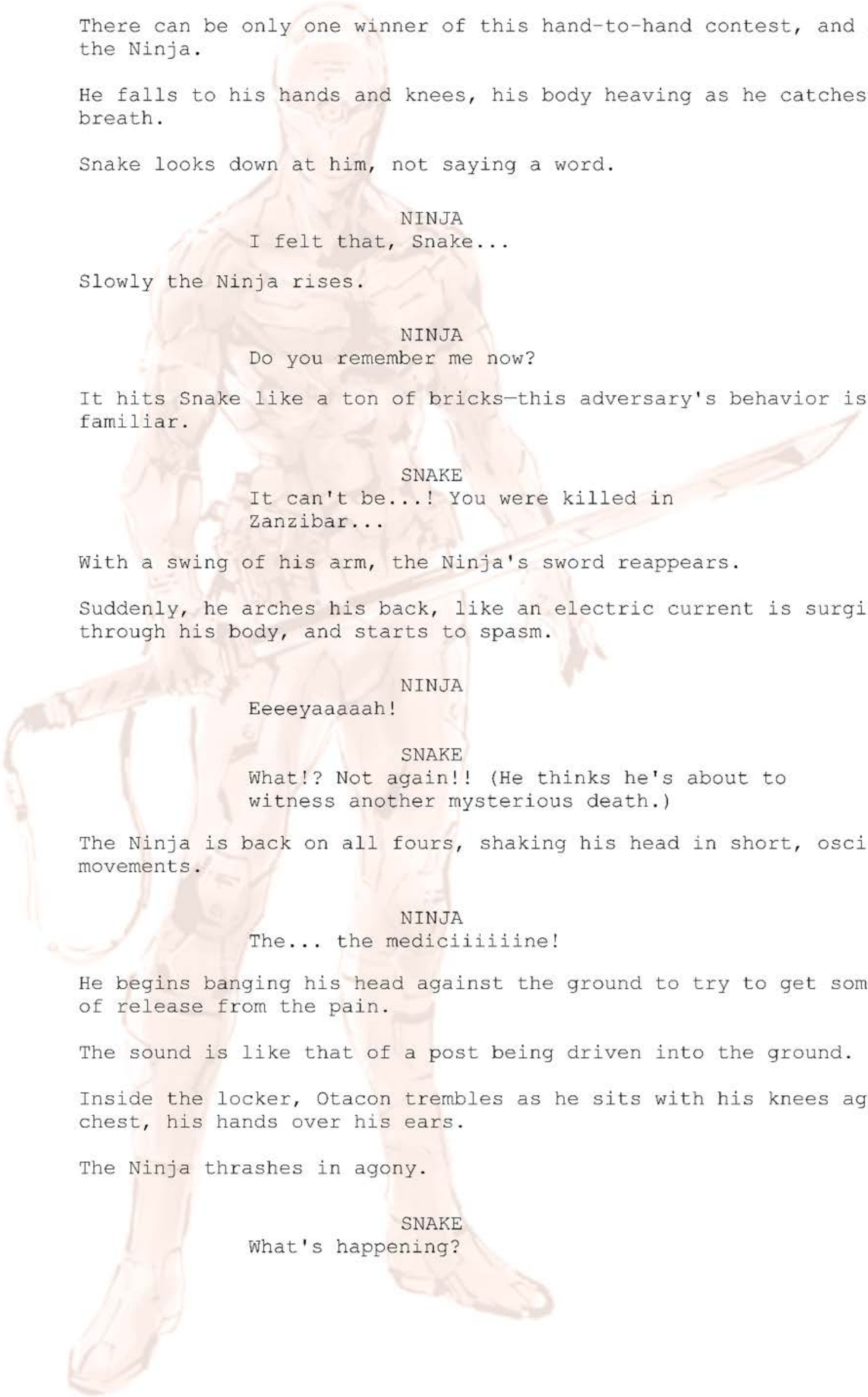
The Ninja scoffs, unfazed by this. He doesn't move an inch.

NINJA
Hah! Fine! He can watch from inside there.

SNAKE
I need that man. Keep your hands off him.

The Ninja flourishes his sword, then repositions himself for the battle to come.

NINJA
Now. Make me feel it! Make me feel alive again!



Cyborg Ninja Battle 4

The Ninja Flees Cutscene

There can be only one winner of this hand-to-hand contest, and it isn't the Ninja.

He falls to his hands and knees, his body heaving as he catches his breath.

Snake looks down at him, not saying a word.

NINJA
I felt that, Snake...

Slowly the Ninja rises.

NINJA
Do you remember me now?

It hits Snake like a ton of bricks—this adversary's behavior is all too familiar.

SNAKE
It can't be...! You were killed in Zanzibar...

With a swing of his arm, the Ninja's sword reappears.

Suddenly, he arches his back, like an electric current is surging through his body, and starts to spasm.

NINJA
Eeeeyaaaaah!

SNAKE
What!? Not again!! (He thinks he's about to witness another mysterious death.)

The Ninja is back on all fours, shaking his head in short, oscillating movements.

NINJA
The... the mediciiiiiine!

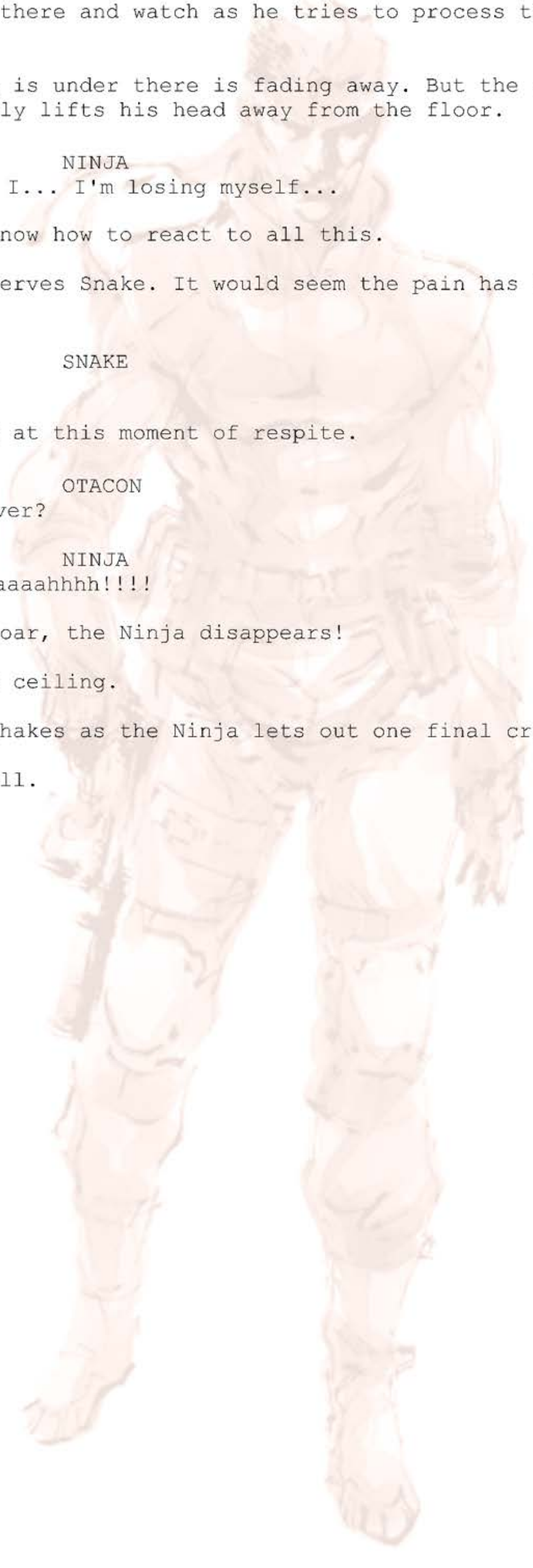
He begins banging his head against the ground to try to get some measure of release from the pain.

The sound is like that of a post being driven into the ground.

Inside the locker, Otacon trembles as he sits with his knees against his chest, his hands over his ears.

The Ninja thrashes in agony.

SNAKE
What's happening?



Snake can only stand there and watch as he tries to process this sudden change in the Ninja.

It's as if whoever he is under there is fading away. But the spasms stop, and he sluggishly lifts his head away from the floor.

NINJA
...I... I... I'm losing myself...

Snake still doesn't know how to react to all this.

The Ninja quietly observes Snake. It would seem the pain has finally left him.

SNAKE
...

Otacon lifts his head at this moment of respite.

OTACON
Is it over?

NINJA
Waaaaaaaaaahhhh!!!!

With another animal roar, the Ninja disappears!

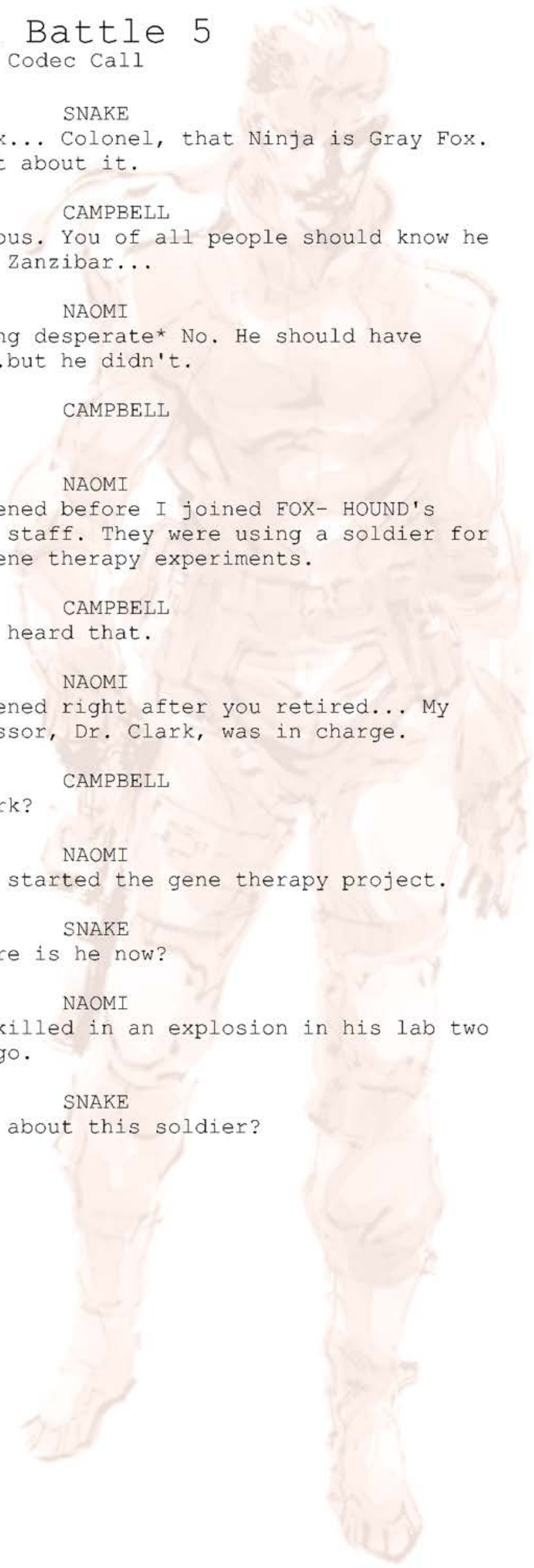
Snake looks up at the ceiling.

The lab practically shakes as the Ninja lets out one final cry.

Snake contacts Campbell.

Cyborg Ninja Battle 5

Post-The Ninja Flees Codec Call



SNAKE
Gray Fox... Colonel, that Ninja is Gray Fox. No doubt about it.

CAMPBELL
Ridiculous. You of all people should know he died in Zanzibar...

NAOMI
sounding desperate No. He should have died....but he didn't.

CAMPBELL
What!?

NAOMI
It happened before I joined FOX- HOUND's medical staff. They were using a soldier for their gene therapy experiments.

CAMPBELL
I never heard that.

NAOMI
It happened right after you retired... My predecessor, Dr. Clark, was in charge.

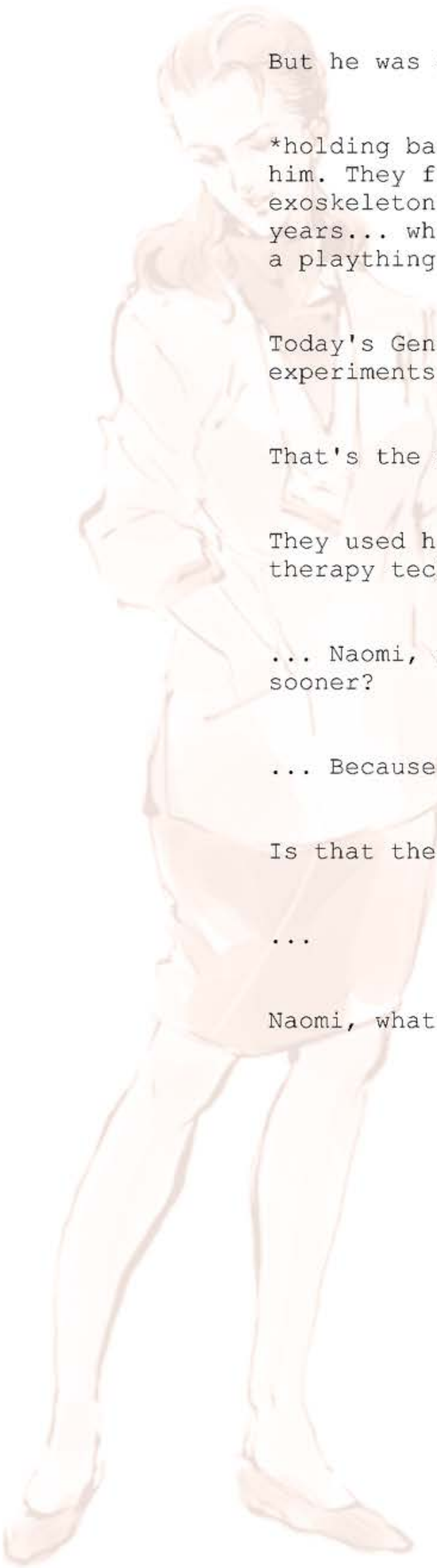
CAMPBELL
Dr. Clark?

NAOMI
Yes. He started the gene therapy project.

SNAKE
And where is he now?

NAOMI
He was killed in an explosion in his lab two years ago.

SNAKE
So what about this soldier?



NAOMI
Apparently for their test subject, they decided to use the body of a soldier who was recovered after the fall of Zanzibar...

SNAKE
And that was Gray Fox?

CAMPBELL
But he was already dead!

NAOMI
holding back anger Yes. But they revived him. They fitted him with a prototype exoskeleton and kept him drugged for four years... while they experimented on him like a plaything.

NAOMI
Today's Genome Soldiers were born from those experiments.

CAMPBELL
That's the sickest thing I ever heard...

NAOMI
They used him to test all sorts of gene therapy techniques.

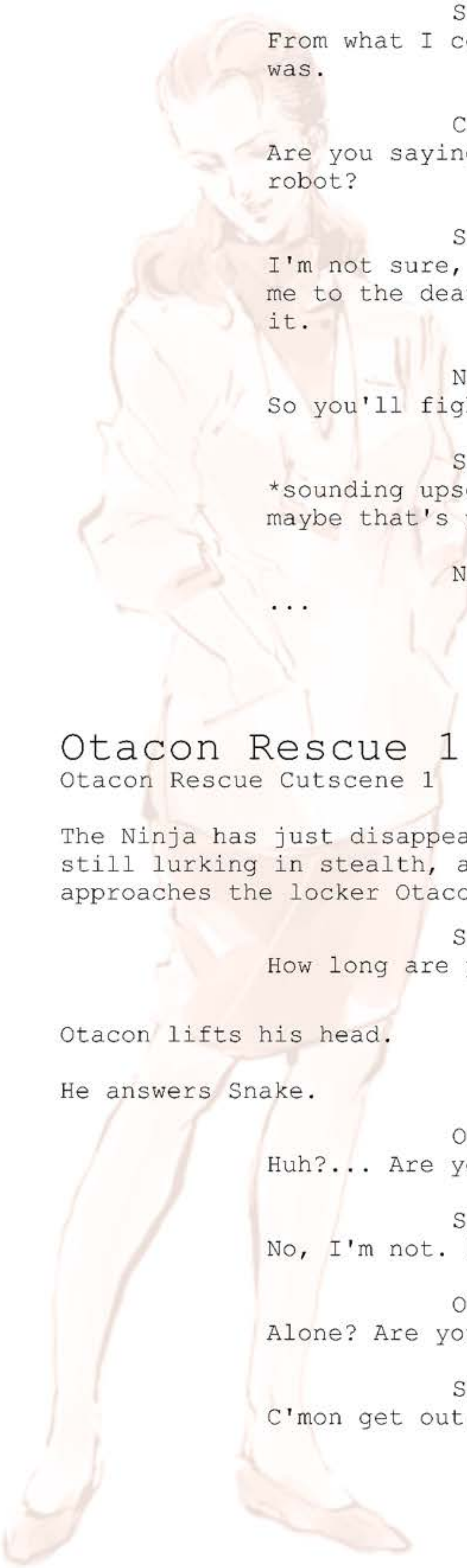
SNAKE
... Naomi, why didn't you tell us about this sooner?

NAOMI
... Because it's confidential information.

SNAKE
Is that the only reason?

NAOMI
...

CAMPBELL
Naomi, what happened to Gray Fox after that?



NAOMI
The record says he died in the explosion.

CAMPBELL
I see. But even if that ninja is Gray Fox, the question is why?

SNAKE
From what I could tell, he didn't know who he was.

CAMPBELL
Are you saying that he's just a mindless robot?

SNAKE
I'm not sure, but he seems intent on fighting me to the death... We'll meet again, I know it.

NAOMI
So you'll fight again? Until you kill him?

SNAKE
sounding upset Hmmmm... I'd rather not, but maybe that's what he wants...

NAOMI
...

Otacon Rescue 1

Otacon Rescue Cutscene 1

The Ninja has just disappeared from the lab. There's no indication he's still lurking in stealth, and his screams can no longer be heard. Snake approaches the locker Otacon is in.

SNAKE
How long are you gonna stay in there?

Otacon lifts his head.

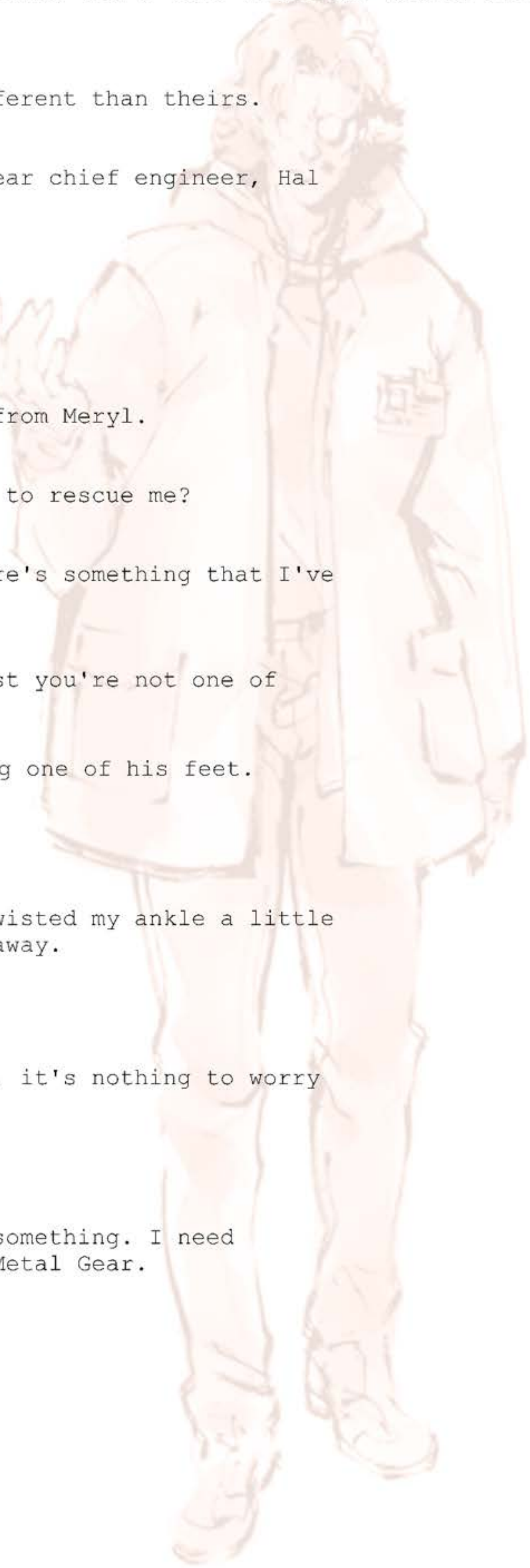
He answers Snake.

OTACON
Huh?... Are you one of them?

SNAKE
No, I'm not. I always work alone.

OTACON
Alone? Are you an Otaku too?

SNAKE
C'mon get out. We can't stay here forever.



With an abundance of caution Otacon opens the locker, then comes crawling out as he looks around.

He gets his first good look at Snake, and a wave of relief washes over him.

OTACON
Your uniform's different than theirs.

SNAKE
You're the Metal Gear chief engineer, Hal Emmerich, right?

Otacon gets up.

OTACON
You know me?

SNAKE
I heard about you from Meryl.

OTACON
Oh. So you're here to rescue me?

SNAKE
Sorry, but no. There's something that I've got to do first.

OTACON
Oh. Well... at least you're not one of them...

Snake realizes Otacon is dragging one of his feet.

SNAKE
Huh? Are you hurt?

OTACON
I'm okay. I just twisted my ankle a little bit trying to get away.

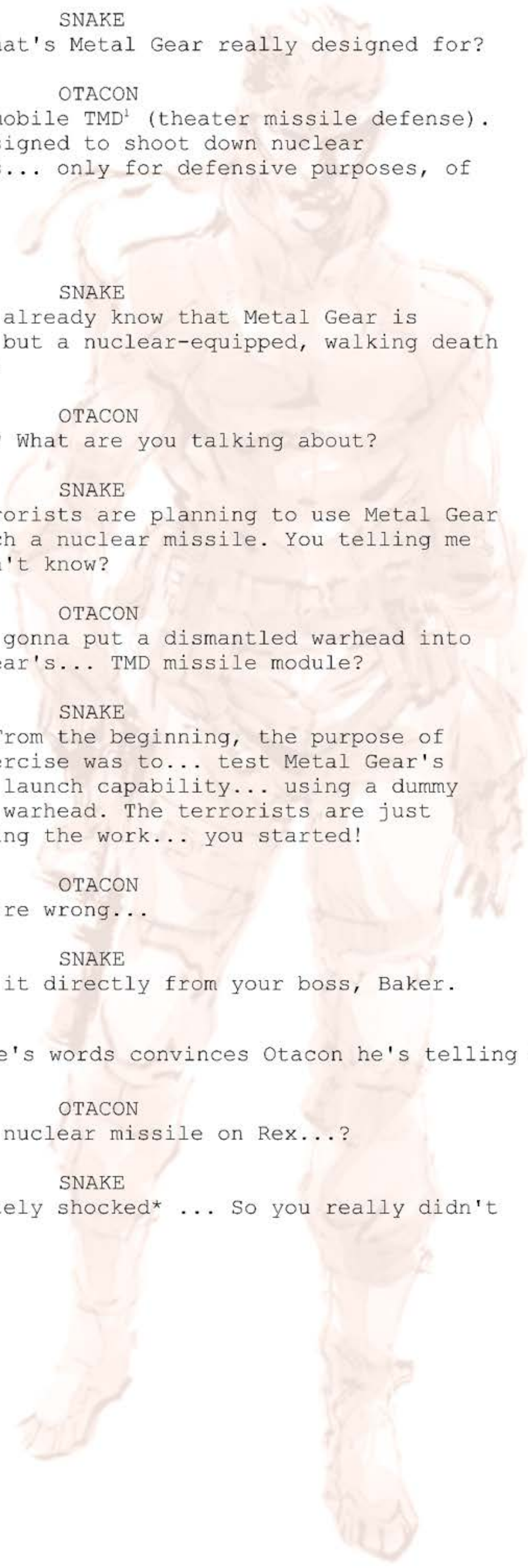
He pats his leg.

SNAKE
Well if that's all, it's nothing to worry about.

Snake walks closer to Otacon.

SNAKE
I want to ask you something. I need information about Metal Gear.

OTACON
Huh? Metal Gear?



SNAKE

Yeah. What's Metal Gear really designed for?

OTACON

It's a mobile TMD[1] (theater missile defense). It's designed to shoot down nuclear missiles... only for defensive purposes, of course.

Snake grabs Otacon.

SNAKE

Liar! I already know that Metal Gear is nothing but a nuclear-equipped, walking death -mobile!

OTACON

Nuclear? What are you talking about?

SNAKE

The terrorists are planning to use Metal Gear to launch a nuclear missile. You telling me you didn't know?

OTACON

They're gonna put a dismantled warhead into Metal Gear's... TMD missile module?

SNAKE

Wrong. From the beginning, the purpose of this exercise was to... test Metal Gear's nuclear launch capability... using a dummy nuclear warhead. The terrorists are just continuing the work... you started!

OTACON

No, you're wrong...

SNAKE

I heard it directly from your boss, Baker.

The force behind Snake's words convinces Otacon he's telling the truth. He hangs his head.

OTACON

No... a nuclear missile on Rex...?

SNAKE

completely shocked ... So you really didn't know?

Otacon cannot believe what Snake has told him.

OTACON
No. All the armament was built by a separate department... and the president personally supervised the final assembly... of the main unit.

SNAKE
President Baker?

OTACON
Yeah. I was never told exactly what they armed Rex with. I... I only know it's equipped with a vulcan cannon, a laser, and a rail gun.

The camera shows off Rex in its hangar.

Close-up of the rail gun unit as Snake and Otacon continue.

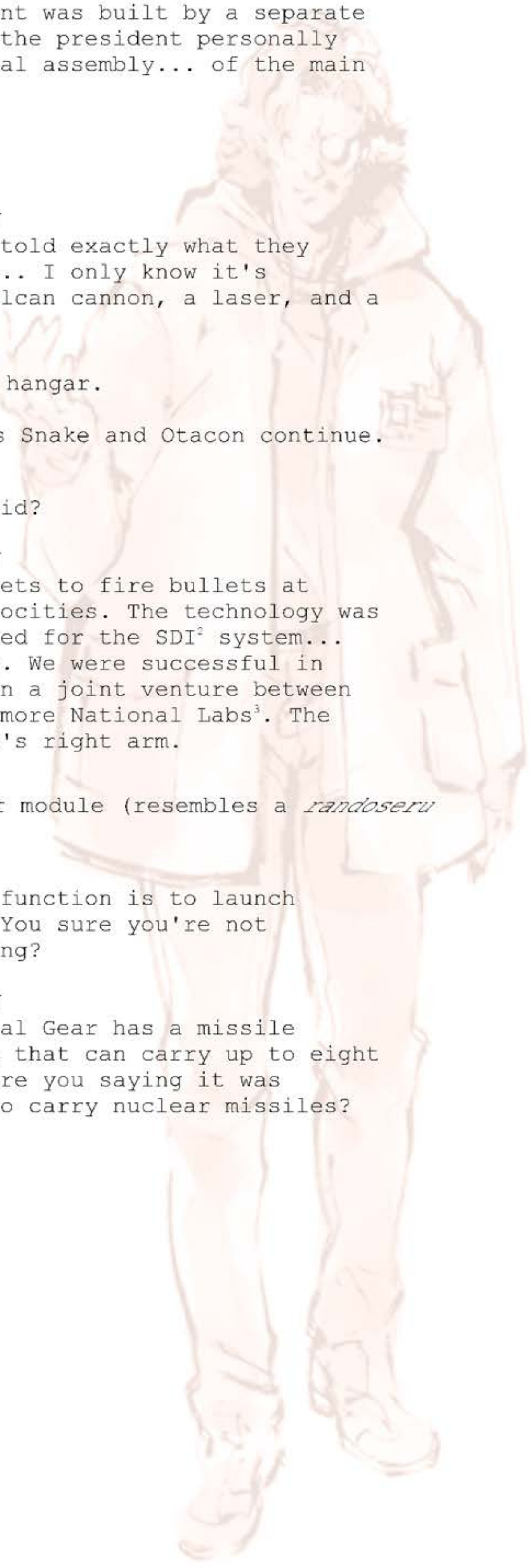
SNAKE
A rail gun, you said?

OTACON
Yeah. It uses magnets to fire bullets at extremely high velocities. The technology was originally developed for the SDI[2] system... and later scrapped. We were successful in miniaturizing it in a joint venture between ArmsTech and Rivermore National Labs[3]. The rail gun is on Rex's right arm.

Close-up of Metal Gear's nuclear module (resembles a *randoseru* backpack).

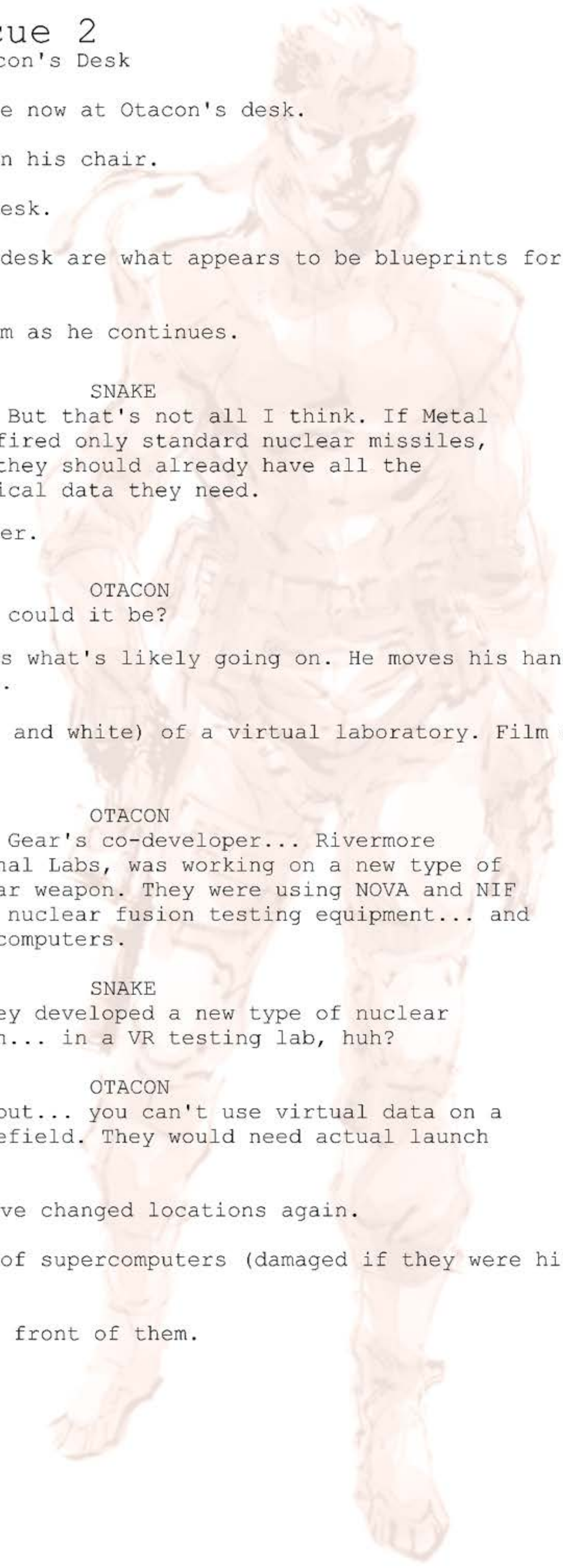
SNAKE
Metal Gear's main function is to launch nuclear missiles. You sure you're not forgetting something?

OTACON
It's true that Metal Gear has a missile module on his back that can carry up to eight missiles. But... are you saying it was originally meant to carry nuclear missiles?



Otacon Rescue 2

Otacon's Lab - Otacon's Desk



Snake and Otacon are now at Otacon's desk.

Otacon is sitting in his chair.

Snake sits on the desk.

On the wall by the desk are what appears to be blueprints for Metal Gear.

Snake points to them as he continues.

SNAKE

Yeah. But that's not all I think. If Metal Gear fired only standard nuclear missiles, then they should already have all the practical data they need.

Otacon thinks it over.

OTACON

No... could it be?

He suddenly realizes what's likely going on. He moves his hands in an over-the-top manner.

News footage (black and white) of a virtual laboratory. Film of nuclear testing.

OTACON

Metal Gear's co-developer... Rivermore National Labs, was working on a new type of nuclear weapon. They were using NOVA and NIF laser nuclear fusion testing equipment... and supercomputers.

SNAKE

So they developed a new type of nuclear weapon... in a VR testing lab, huh?

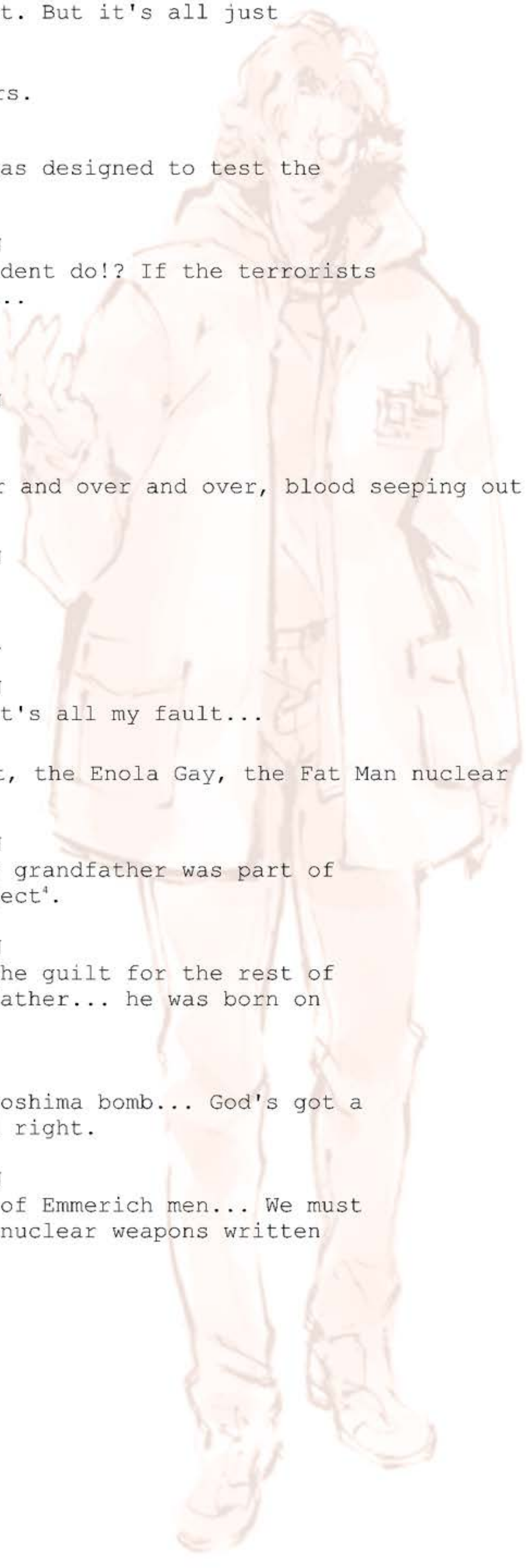
OTACON

Yes, but... you can't use virtual data on a battlefield. They would need actual launch data.

Snake and Otacon have changed locations again.

They're by the row of supercomputers (damaged if they were hit during the battle).

Otacon continues in front of them.



OTACON
These are some of the supercomputers. If you link these, you can test everything in a virtual environment. But it's all just theoretical...

Snake looks at the supercomputers.

SNAKE
So this exercise was designed to test the real thing?

OTACON
What did our president do!? If the terrorists launch that thing...

Otacon falls to the ground.

OTACON
Damn!!

He pounds it with his fist, over and over and over, blood seeping out of his hand.

OTACON
...Damn!!

Otacon sheds tears as he speaks.

OTACON
I'm such a fool! It's all my fault...

Footage of the Manhattan Project, the Enola Gay, the Fat Man nuclear bomb, Hiroshima, Nagasaki.

OTACON
The truth is... my grandfather was part of the Manhattan Project[4].

OTACON
He suffered with the guilt for the rest of his life. And my father... he was born on August 6, 1945...

SNAKE
The day of the Hiroshima bomb... God's got a sense of humor all right.

OTACON
Three generations of Emmerich men... We must have the curse of nuclear weapons written into our DNA.

Snake and Otacon are back in front of the lockers.

OTACON
I used to think that I could use science to help mankind.

OTACON
But the one that wound up getting used was me... Using science to help mankind... that's just in the movies...

Otacon breaks down crying.

SNAKE
That's enough crying. Pull yourself together!

SNAKE
Where is Metal Gear? Where on this base are they keeping it?

OTACON
Rex is in the underground maintenance base.

SNAKE
Where is that?

OTACON
North of the Communications Tower. But it's a long way there.

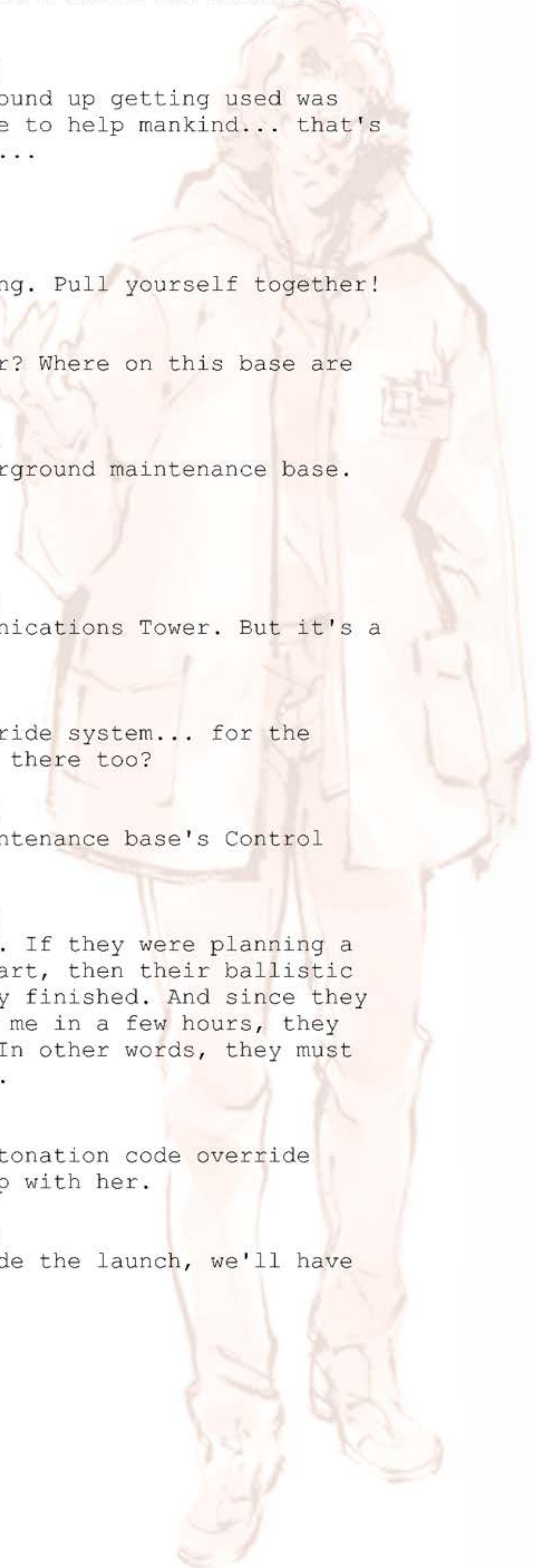
SNAKE
The emergency override system... for the detonation code is there too?

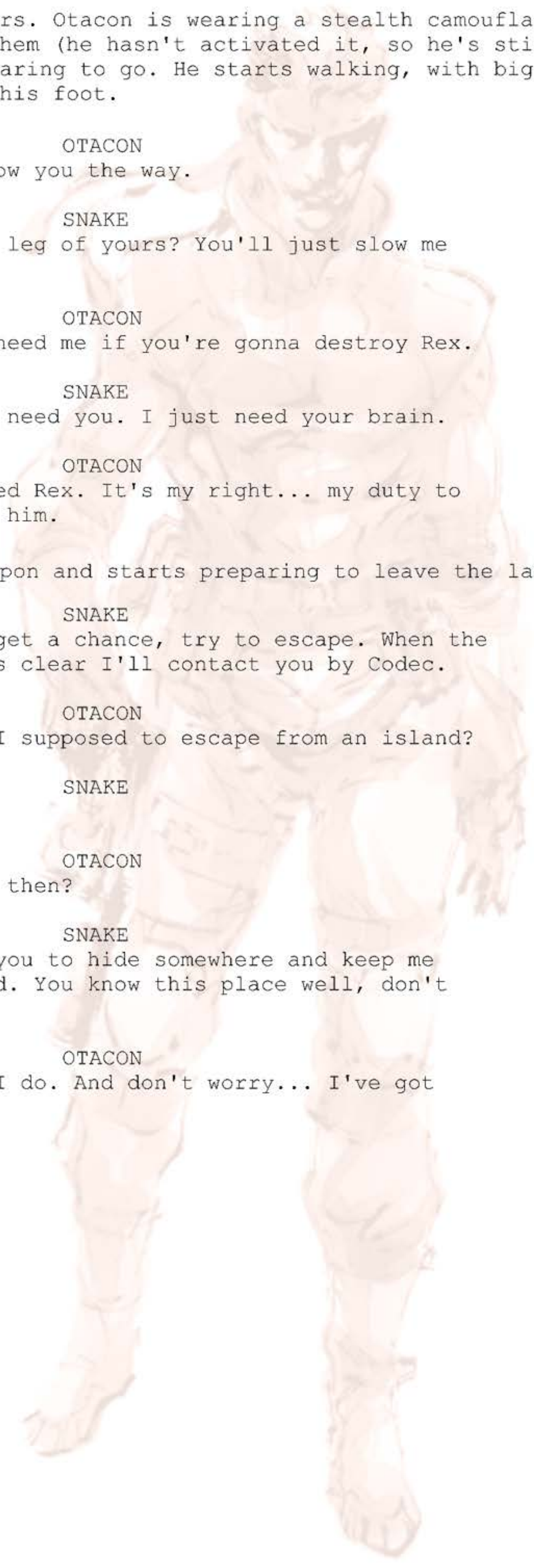
OTACON
Yeah... In the maintenance base's Control Room.

OTACON
You'd better hurry. If they were planning a launch from the start, then their ballistic program is probably finished. And since they haven't called for me in a few hours, they must not need me. In other words, they must be ready to launch.

SNAKE
Meryl's got the detonation code override keys. We'll link up with her.

OTACON
If we can't override the launch, we'll have to destroy Rex.





In front of the lockers. Otacon is wearing a stealth camouflage coat he removed from one of them (he hasn't activated it, so he's still visible). Otacon is raring to go. He starts walking, with big swings of his arms as he drags his foot.

OTACON
I'll show you the way.

SNAKE
On that leg of yours? You'll just slow me down.

OTACON
You'll need me if you're gonna destroy Rex.

SNAKE
I don't need you. I just need your brain.

OTACON
I created Rex. It's my right... my duty to destroy him.

Snake readies his weapon and starts preparing to leave the lab.

SNAKE
If you get a chance, try to escape. When the coast is clear I'll contact you by Codec.

OTACON
How am I supposed to escape from an island?

SNAKE
Okay.

OTACON
So what then?

SNAKE
I want you to hide somewhere and keep me informed. You know this place well, don't you?

OTACON
Course I do. And don't worry... I've got this.

Otacon activates his stealth camouflage.

He's now invisible, just like the Ninja. Only a vague outline of his body can be seen.

OTACON
It's the same stealth technology as the Ninja. FOX-HOUND was going to use them, but... With this I'll be fine, bad leg and all.

SNAKE
Good. But I want Meryl to watch after you too.

Snake calls Meryl.

Otacon Rescue 3
Calling Meryl Codec Call

SNAKE
Meryl, the engineer's okay.

MERYL
That's a relief.

SNAKE
I want you to look after him. Where are you now?

MERYL
Very close.

ENEMY VOICE
There she is! Over there!

MERYL
Oh no! Damn... they've spotted me!!

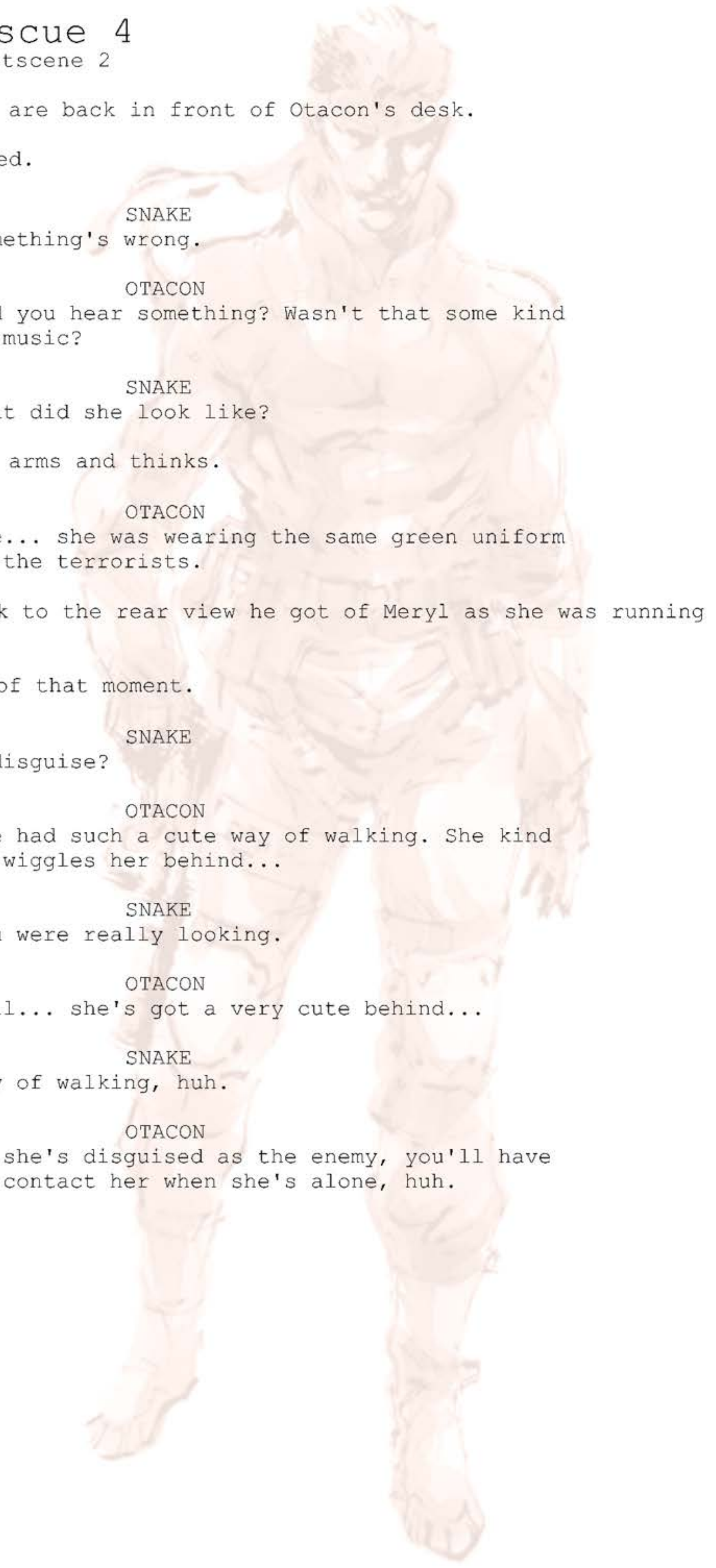
Gunfire, then static...

Mantis' brainwashing music is audible in the background.

The static after the gunfire was from Meryl's radio being destroyed.

SNAKE
Meryl! What happened!?

Snake ends the call.



Otacon Rescue 4

Otacon Rescue Cutscene 2

Snake and Otacon are back in front of Otacon's desk.

Snake is concerned.

SNAKE
Something's wrong.

OTACON
Did you hear something? Wasn't that some kind of music?

SNAKE
What did she look like?

Otacon folds his arms and thinks.

OTACON
She... she was wearing the same green uniform as the terrorists.

Snake thinks back to the rear view he got of Meryl as she was running away from him.

Flashback video of that moment.

SNAKE
A disguise?

OTACON
She had such a cute way of walking. She kind of wiggles her behind...

SNAKE
You were really looking.

OTACON
Well... she's got a very cute behind...

SNAKE
Way of walking, huh.

OTACON
If she's disguised as the enemy, you'll have to contact her when she's alone, huh.

OTACON
There's only one place where we can be sure she's by herself.

SNAKE
Where's that?

OTACON
Don't be so dense...

Hiding his embarrassment, Otacon hands Snake a card.

OTACON
Here... Use this security card.

OTACON
It's security level 4.

Snake suddenly realizes something.

SNAKE
You're not in pain are you!? (Referring to FoxDie.)

He touches Otacon's shoulder.

OTACON
Huh?

SNAKE
You feel okay? Nothing bothering you?

Snake places his hand on Otacon, wondering if he's okay. This strikes Otacon as odd.

OTACON
What's wrong? Getting friendly all of a sudden?

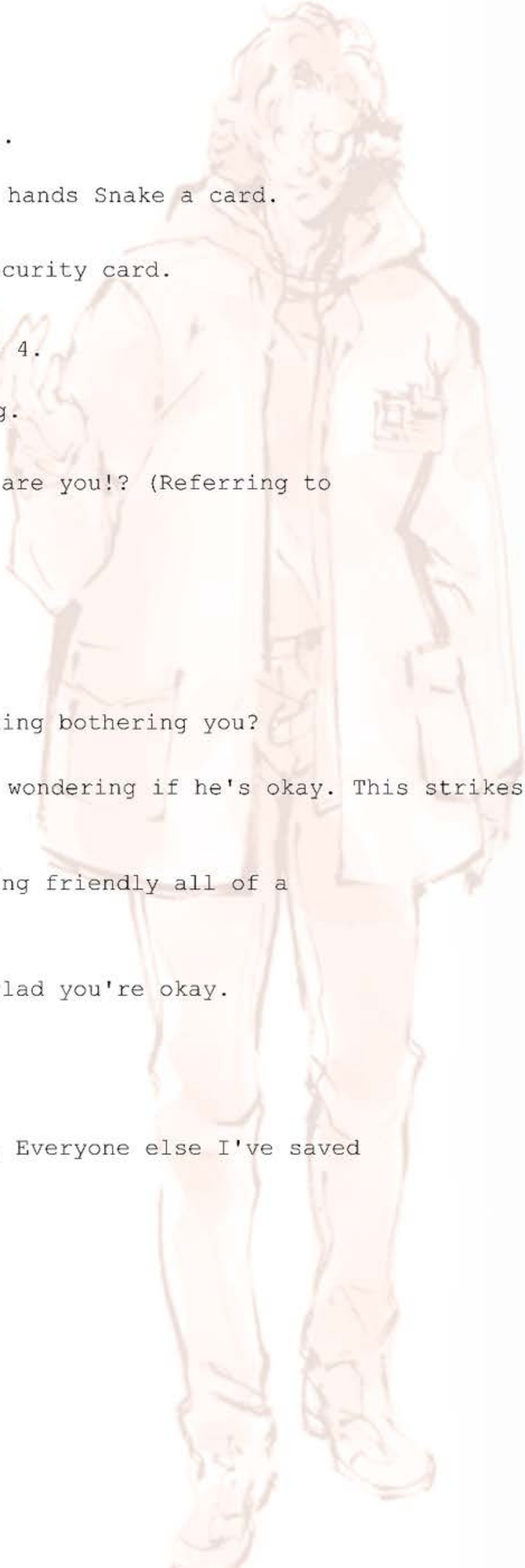
SNAKE
Oh nothing... I'm glad you're okay.

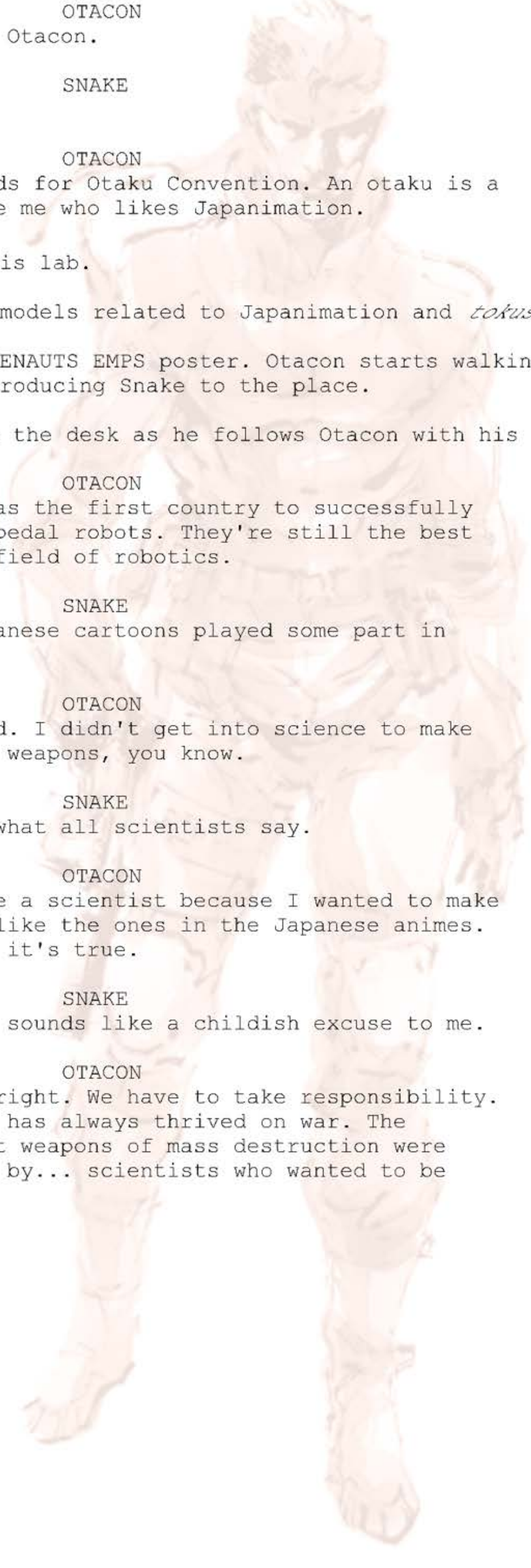
OTACON
You're strange.

SNAKE
I'm little nervous. Everyone else I've saved suddenly dies.

OTACON
You're bad luck.

SNAKE
Forget it, Doctor.





OTACON
Call me Otacon.

SNAKE
Otacon?

OTACON
It stands for Otaku Convention. An otaku is a guy like me who likes Japanimation.

Otacon looks around his lab.

He's got posters and models related to Japanimation and *tokusatsu* media.

Close-up of the POLICENAUTS EMPS poster. Otacon starts walking around the lab like he's introducing Snake to the place.

Snake stays seated on the desk as he follows Otacon with his eyes.

OTACON
Japan was the first country to successfully make bipedal robots. They're still the best in the field of robotics.

SNAKE
And Japanese cartoons played some part in that?

OTACON
They did. I didn't get into science to make nuclear weapons, you know.

SNAKE
That's what all scientists say.

OTACON
I became a scientist because I wanted to make robots like the ones in the Japanese animes. Really, it's true.

SNAKE
It just sounds like a childish excuse to me.

OTACON
You're right. We have to take responsibility. Science has always thrived on war. The greatest weapons of mass destruction were created by... scientists who wanted to be famous.

Otacon has given this some serious thought. He looks at Snake like a man determined to start a new chapter of his life.

OTACON

But that's all over now. I won't take part in murder anymore.

Snake walks toward Otacon.

SNAKE

Whatever. All I want from you is information.

OTACON

Sure. I know everything about this whole base. Ask me anything about Rex or about this place...

OTACON

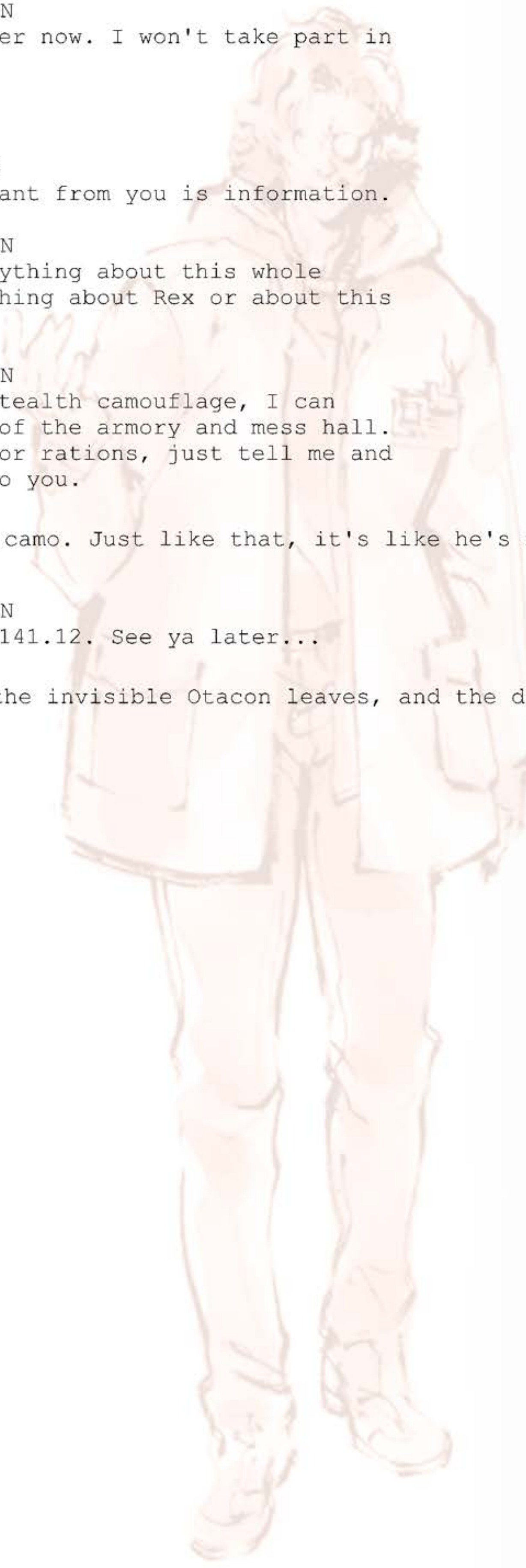
Also, with this stealth camouflage, I can sneak in and out of the armory and mess hall. If you need ammo or rations, just tell me and I'll bring them to you.

Otacon reactivates his stealth camo. Just like that, it's like he's not even there.

OTACON

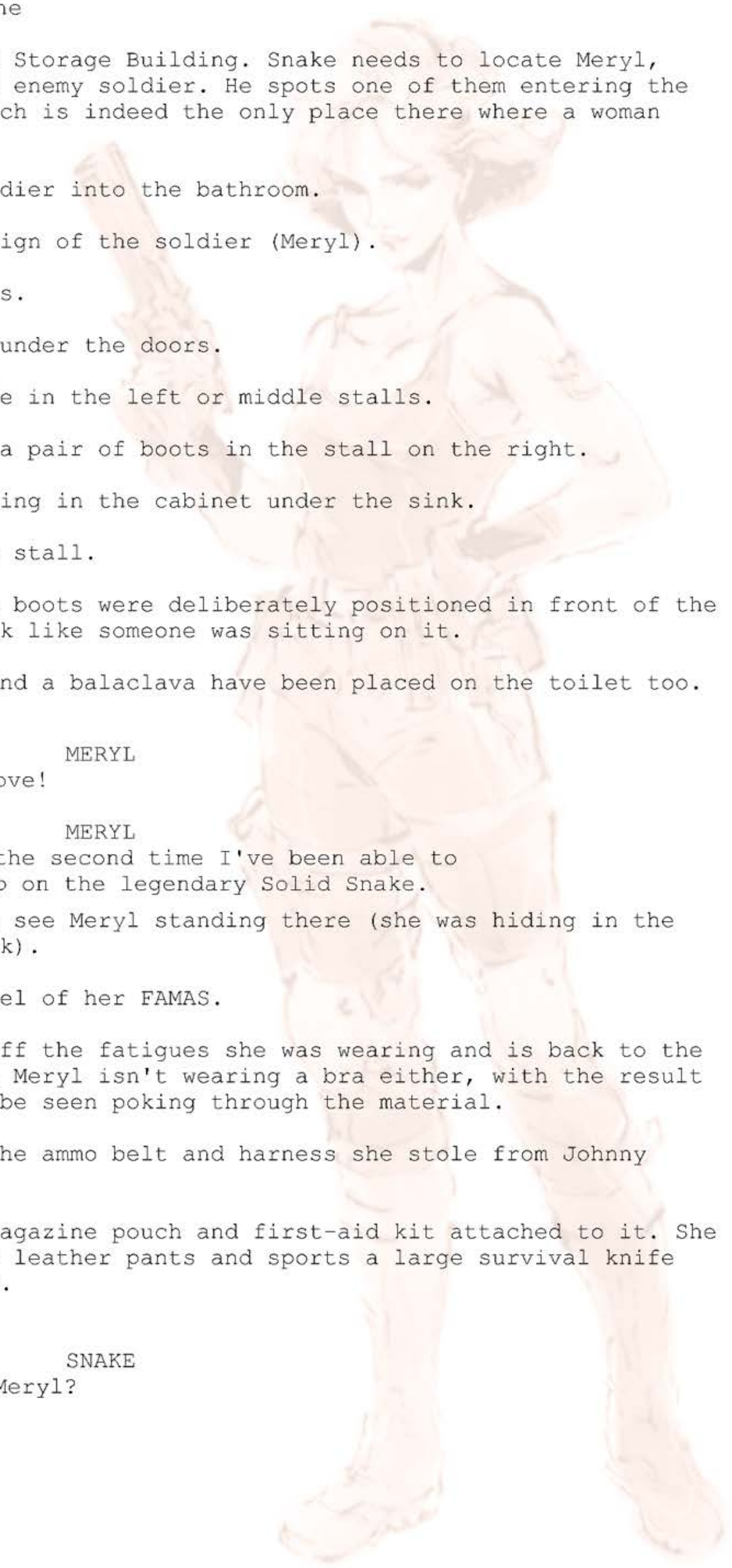
I'm on frequency 141.12. See ya later...

The door opens automatically, the invisible Otacon leaves, and the door closes behind him.



Find Meryl 1

Meeting Meryl Cutscene



B1 of Nuclear Warhead Storage Building. Snake needs to locate Meryl, who's disguised as an enemy soldier. He spots one of them entering the ladies' bathroom, which is indeed the only place there where a woman would be by herself.

Snake follows the soldier into the bathroom.

However, there's no sign of the soldier (Meryl).

There are three stalls.

Snake starts looking under the doors.

There's no one visible in the left or middle stalls.

But then, he notices a pair of boots in the stall on the right.

Meryl is actually hiding in the cabinet under the sink.

Snake barges into the stall.

But he's been had—the boots were deliberately positioned in front of the toilet to make it look like someone was sitting on it.

Light infantry camo and a balaclava have been placed on the toilet too.

MERYL
Don't move!

MERYL
That's the second time I've been able to
sneak up on the legendary Solid Snake.

Snake turns around to see Meryl standing there (she was hiding in the cabinet under the sink).

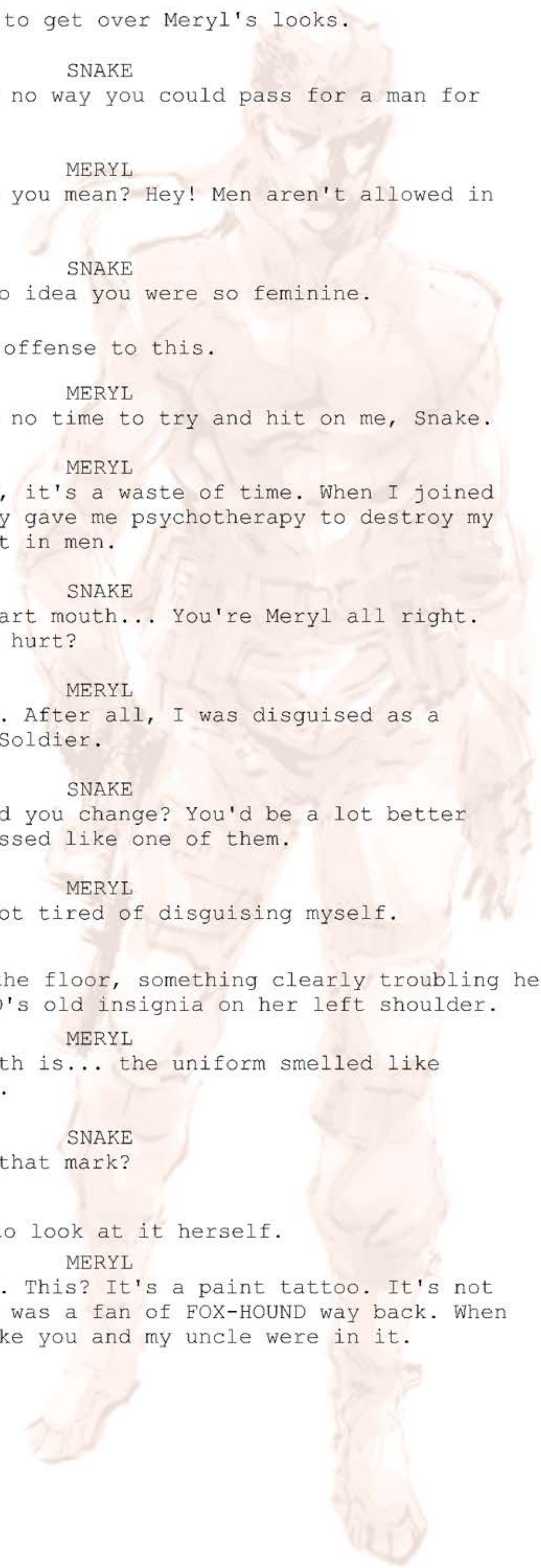
Meryl lowers the barrel of her FAMAS.

She's already taken off the fatigues she was wearing and is back to the tank top from before. Meryl isn't wearing a bra either, with the result that her nipples can be seen poking through the material.

She's still wearing the ammo belt and harness she stole from Johnny Sasaki.

The ammo belt has a magazine pouch and first-aid kit attached to it. She wears a pair of tight leather pants and sports a large survival knife sheathed on her thigh.

SNAKE
You're Meryl?



Snake needs a moment to get over Meryl's looks.

SNAKE
There's no way you could pass for a man for long.

MERYL
What do you mean? Hey! Men aren't allowed in here.

SNAKE
I had no idea you were so feminine.

Meryl takes a little offense to this.

MERYL
This is no time to try and hit on me, Snake.

MERYL
Besides, it's a waste of time. When I joined up, they gave me psychotherapy to destroy my interest in men.

SNAKE
Same smart mouth... You're Meryl all right. Are you hurt?

MERYL
Not yet. After all, I was disguised as a Genome Soldier.

SNAKE
So why'd you change? You'd be a lot better off dressed like one of them.

MERYL
... I got tired of disguising myself.

Meryl looks down at the floor, something clearly troubling her. She has a tattoo of FOX-HOUND's old insignia on her left shoulder.

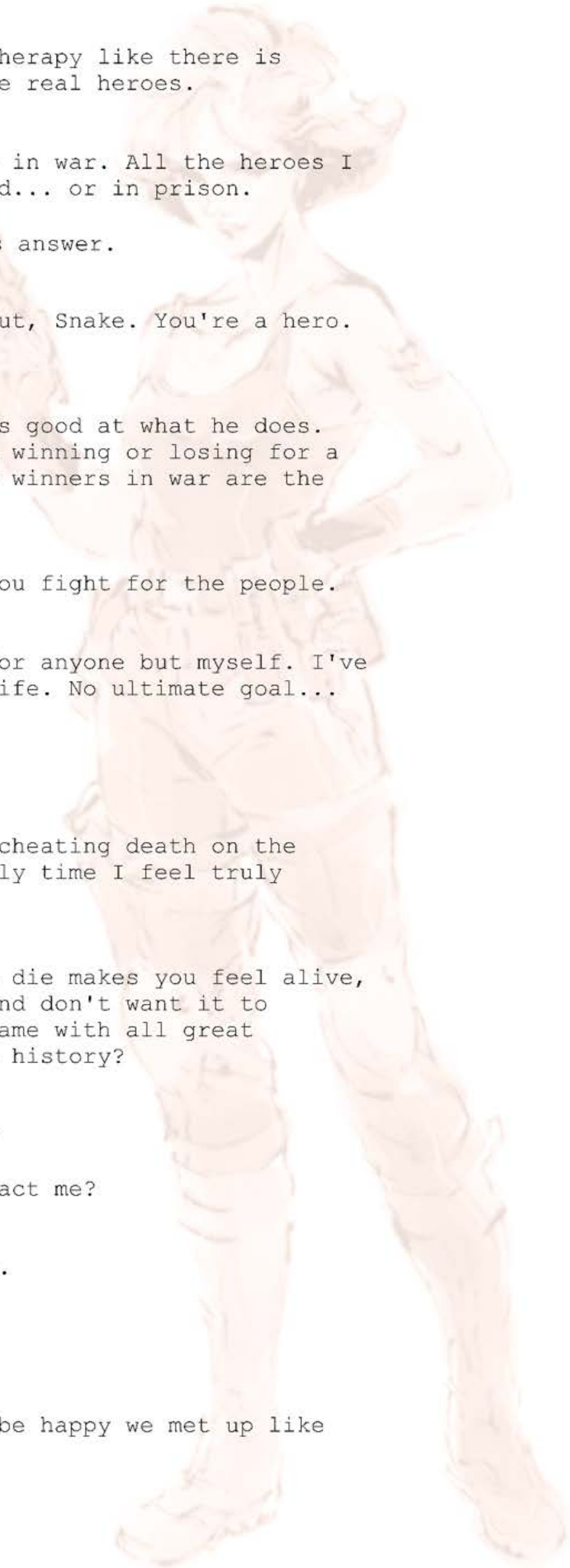
MERYL
The truth is... the uniform smelled like blood...

SNAKE
What's that mark?

She twists her hips to look at it herself.

MERYL
Huh? Oh. This? It's a paint tattoo. It's not real. I was a fan of FOX-HOUND way back. When guys like you and my uncle were in it.

Meryl looks at Snake with a nostalgia for something she never got to experience.



MERYL
None of that gene therapy like there is today. You guys were real heroes.

SNAKE
There are no heroes in war. All the heroes I know are either dead... or in prison.

She's a little baffled by Snake's answer.

MERYL
One or the other. But, Snake. You're a hero. Aren't you?

SNAKE
I'm just a man who's good at what he does. Killing. There's no winning or losing for a mercenary. The only winners in war are the people.

MERYL
That's right. And you fight for the people.

SNAKE
I've never fought for anyone but myself. I've got no purpose in life. No ultimate goal...

MERYL
Come on.

SNAKE
It's only when I'm cheating death on the battlefield. The only time I feel truly alive.

MERYL
Seeing other people die makes you feel alive, huh? You love war and don't want it to stop... Is it the same with all great soldiers throughout history?

Snake sidesteps Meryl's question.

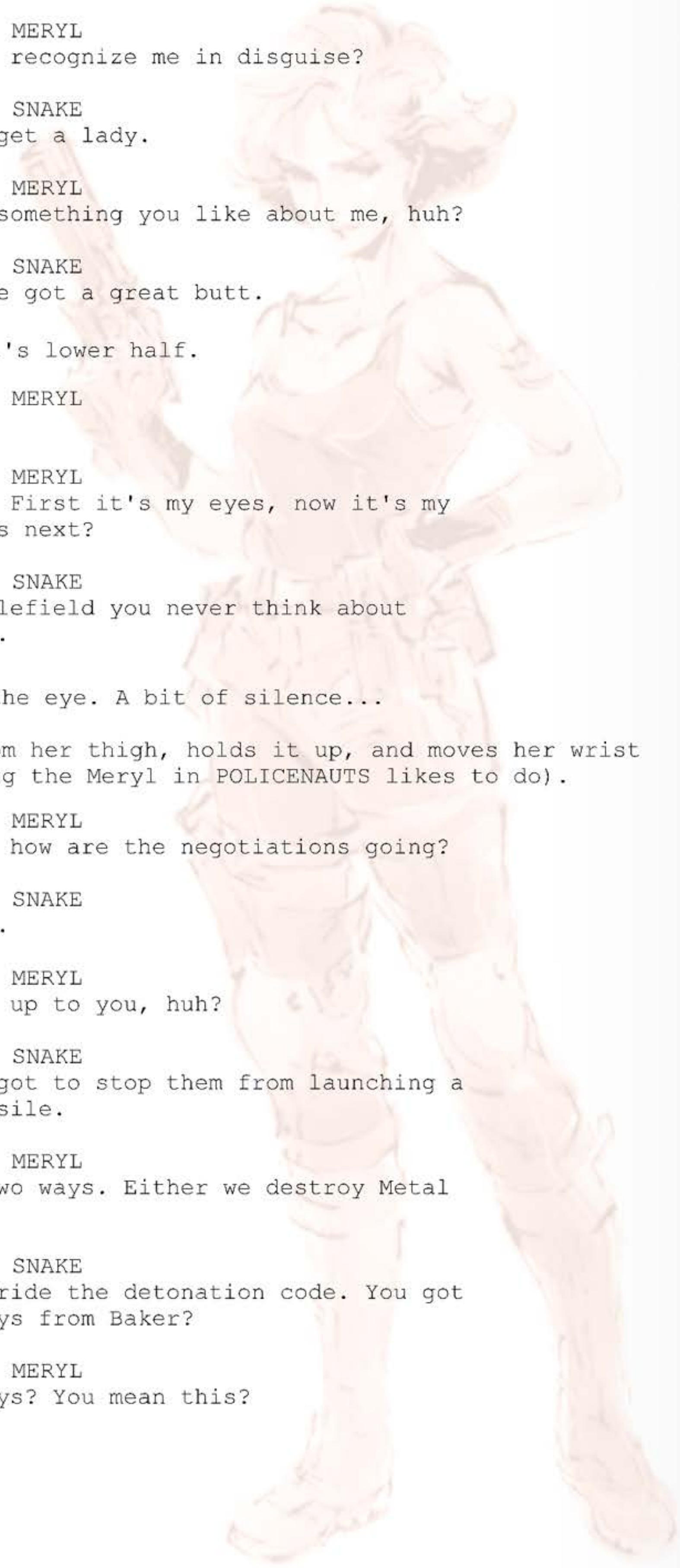
SNAKE
Why didn't you contact me?

MERYL
My Codec was broken.

SNAKE
Is that all?

MERYL
Shouldn't you just be happy we met up like this!?

Meryl rests the FAMAS against a wall, perhaps as part of an attempt to reset the mood.



MERYL
How did you recognize me in disguise?

SNAKE
I never forget a lady.

MERYL
So there's something you like about me, huh?

SNAKE
Yeah, you've got a great butt.

Snake looks down at Meryl's lower half.

MERYL
My butt?

MERYL
Oh I see... First it's my eyes, now it's my
butt. What's next?

SNAKE
On the battlefield you never think about
what's next.

They look each other in the eye. A bit of silence...

Meryl draws the knife from her thigh, holds it up, and moves her wrist back and forth (same thing the Meryl in POLICENAUTS likes to do).

MERYL
So Snake... how are the negotiations going?

SNAKE
No progress.

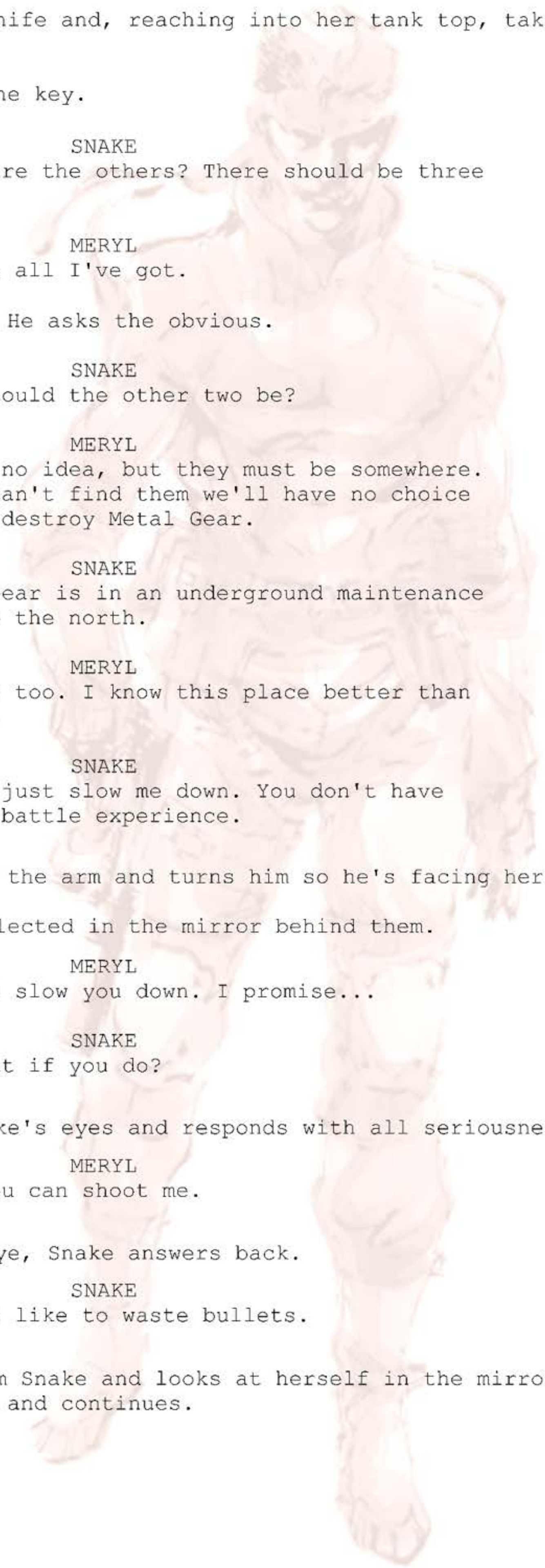
MERYL
So it's all up to you, huh?

SNAKE
Somebody's got to stop them from launching a
nuclear missile.

MERYL
There are two ways. Either we destroy Metal
Gear, or...

SNAKE
... We override the detonation code. You got
the card keys from Baker?

MERYL
... Card keys? You mean this?



Meryl sheathes her knife and, reaching into her tank top, takes out the key.

She's holding only one key.

SNAKE
Where are the others? There should be three keys.

MERYL
This is all I've got.

Snake takes the key. He asks the obvious.

SNAKE
Where could the other two be?

MERYL
I have no idea, but they must be somewhere. If we can't find them we'll have no choice but to destroy Metal Gear.

SNAKE
Metal Gear is in an underground maintenance base to the north.

MERYL
Take me too. I know this place better than you do.

SNAKE
You'll just slow me down. You don't have enough battle experience.

Meryl takes Snake by the arm and turns him so he's facing her.

Their bodies are reflected in the mirror behind them.

MERYL
I won't slow you down. I promise...

SNAKE
And what if you do?

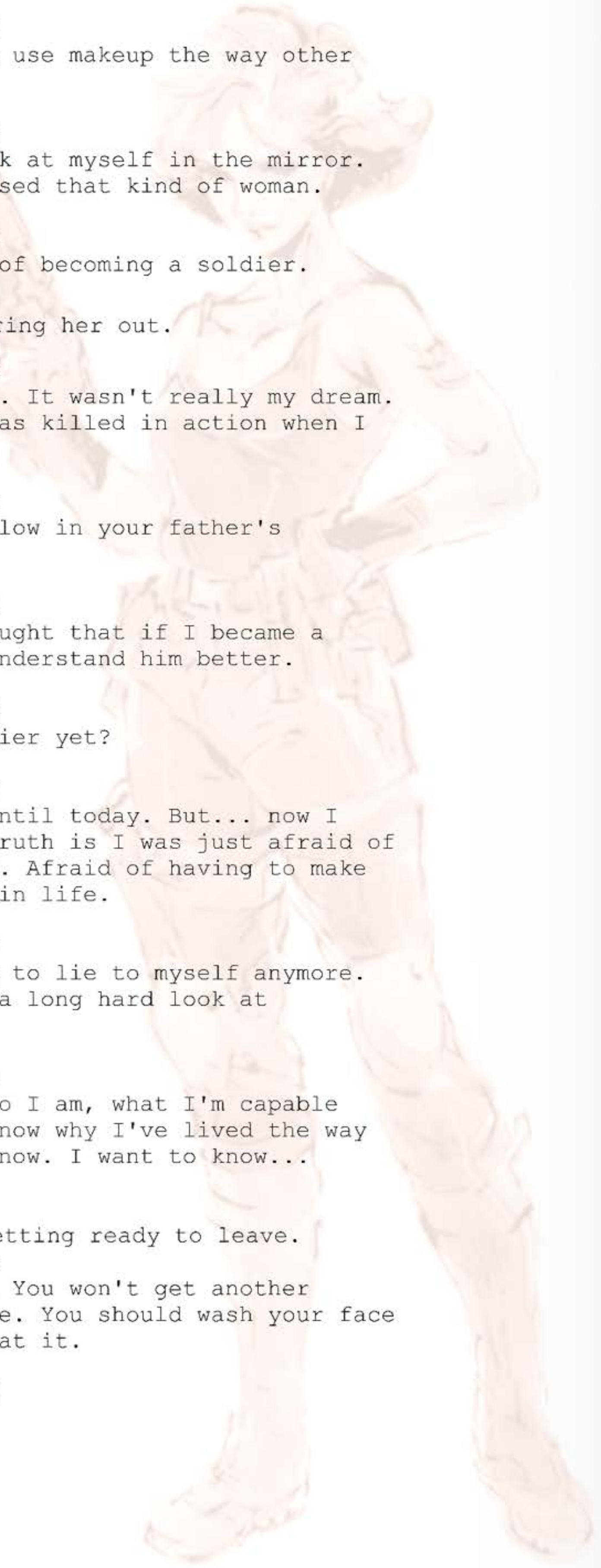
Meryl looks into Snake's eyes and responds with all seriousness.

MERYL
Then you can shoot me.

Without batting an eye, Snake answers back.

SNAKE
I don't like to waste bullets.

Meryl steps away from Snake and looks at herself in the mirror as she walks up to the sink and continues.



MERYL
Got it. I'll be careful...

MERYL
Y'know... I don't use makeup the way other women do...

MERYL
I hardly ever look at myself in the mirror. I've always despised that kind of woman.

MERYL
I always dreamed of becoming a soldier.

Snake stands behind Meryl, hearing her out.

MERYL
But I was wrong... It wasn't really my dream. My father... he was killed in action when I was younger.

SNAKE
You wanted to follow in your father's footsteps?

MERYL
Not really. I thought that if I became a soldier I could understand him better.

SNAKE
So are you a soldier yet?

MERYL
I thought I was until today. But... now I understand. The truth is I was just afraid of looking at myself. Afraid of having to make my own decisions in life.

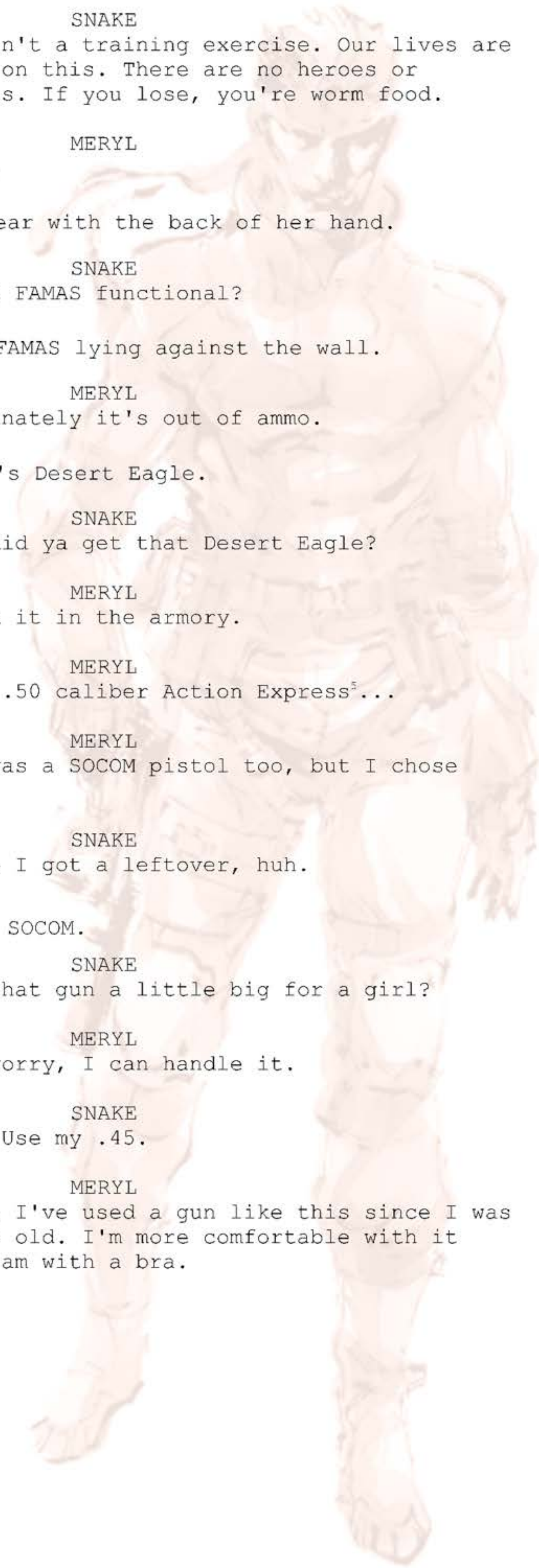
MERYL
But I'm not going to lie to myself anymore. It's time I took a long hard look at myself...

MERYL
I want to know who I am, what I'm capable of... I want to know why I've lived the way I've lived until now. I want to know...

Snake goes through his gear, getting ready to leave.

SNAKE
Take a good look. You won't get another chance for a while. You should wash your face too while you're at it.

MERYL
Yeah...



SNAKE
This isn't a training exercise. Our lives are riding on this. There are no heroes or heroines. If you lose, you're worm food.

MERYL
Yeah...

Meryl wipes away a tear with the back of her hand.

SNAKE
Is that FAMAS functional?

Snake points to the FAMAS lying against the wall.

MERYL
Unfortunately it's out of ammo.

Snake looks at Meryl's Desert Eagle.

SNAKE
Where did ya get that Desert Eagle?

MERYL
I found it in the armory.

MERYL
It's a .50 caliber Action Express[5]...

MERYL
There was a SOCOM pistol too, but I chose this.

SNAKE
Hmm. So I got a leftover, huh.

Snake glances at his SOCOM.

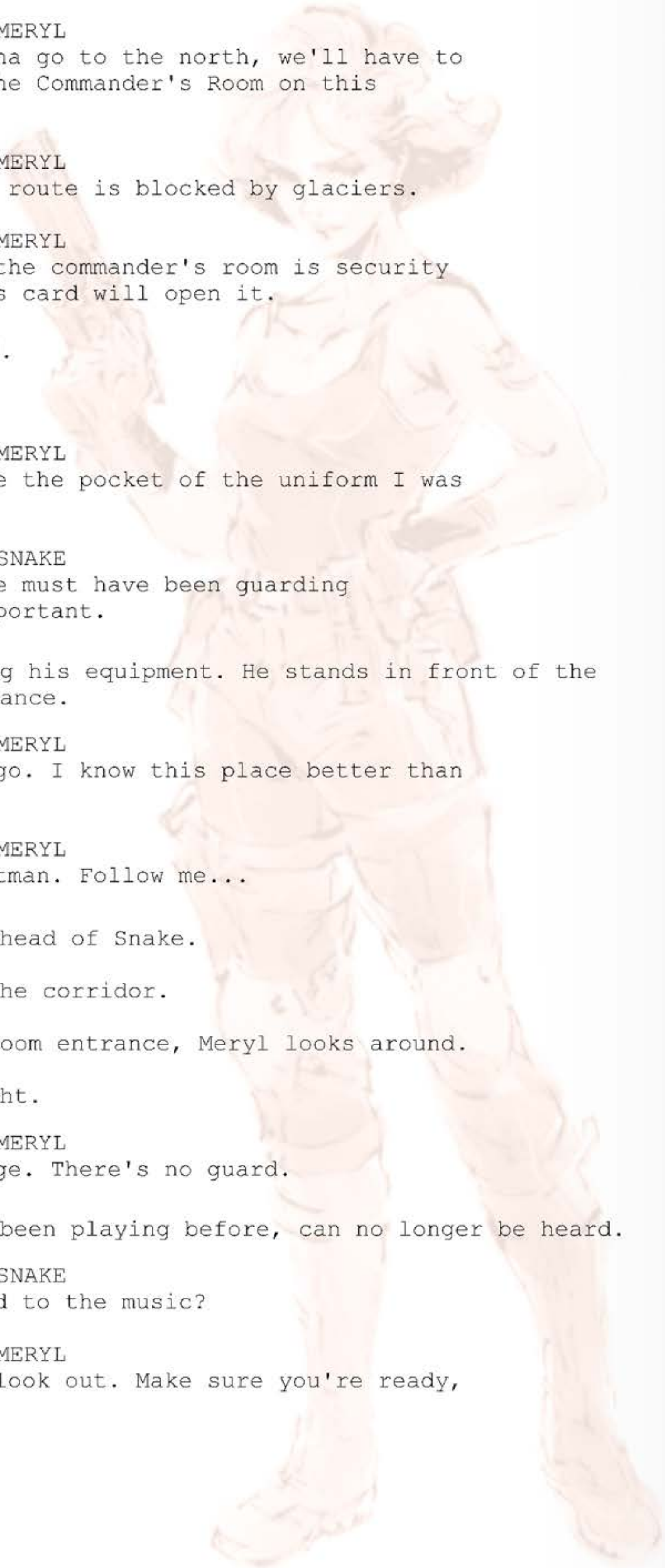
SNAKE
Isn't that gun a little big for a girl?

MERYL
Don't worry, I can handle it.

SNAKE
C'mon. Use my .45.

MERYL
Listen, I've used a gun like this since I was 8 years old. I'm more comfortable with it than I am with a bra.

Meryl pops a new magazine into her gun. She pulls back its heavy slide and lets it spring forward, chambering the first round.



MERYL
If we're gonna go to the north, we'll have to go through the Commander's Room on this floor.

MERYL
The overland route is blocked by glaciers.

MERYL
The door to the commander's room is security level 5. This card will open it.

Meryl hands Snake the card.

He takes it.

MERYL
It was inside the pocket of the uniform I was wearing.

SNAKE
Looks like he must have been guarding someplace important.

Snake has finished checking his equipment. He stands in front of the south door in his ready stance.

MERYL
Okay. Let's go. I know this place better than you.

MERYL
I'll be pointman. Follow me...

Meryl exits the bathroom ahead of Snake.

He follows her back into the corridor.

Standing outside the bathroom entrance, Meryl looks around.

There isn't a guard in sight.

MERYL
That's strange. There's no guard.

Mantis' "hymn," which had been playing before, can no longer be heard.

SNAKE
What happened to the music?

MERYL
I'll keep a look out. Make sure you're ready, okay?

Find Meryl 2

Mantis' Thoughts Slip In Cutscene

Snake and Meryl make their way to the commander's room, passing through the door that leads to it.

Once through the door, it's like they've stepped into another world. The corridor wouldn't feel out of place in an opulent residence or a five-star hotel.

A red carpet leads toward the commander's room.

They can see the door at the end of the long corridor.

Once Snake reaches a certain point in the corridor, Meryl moves past him and stops in front of the commander's room.

Mantis' hymn gradually fades back in.

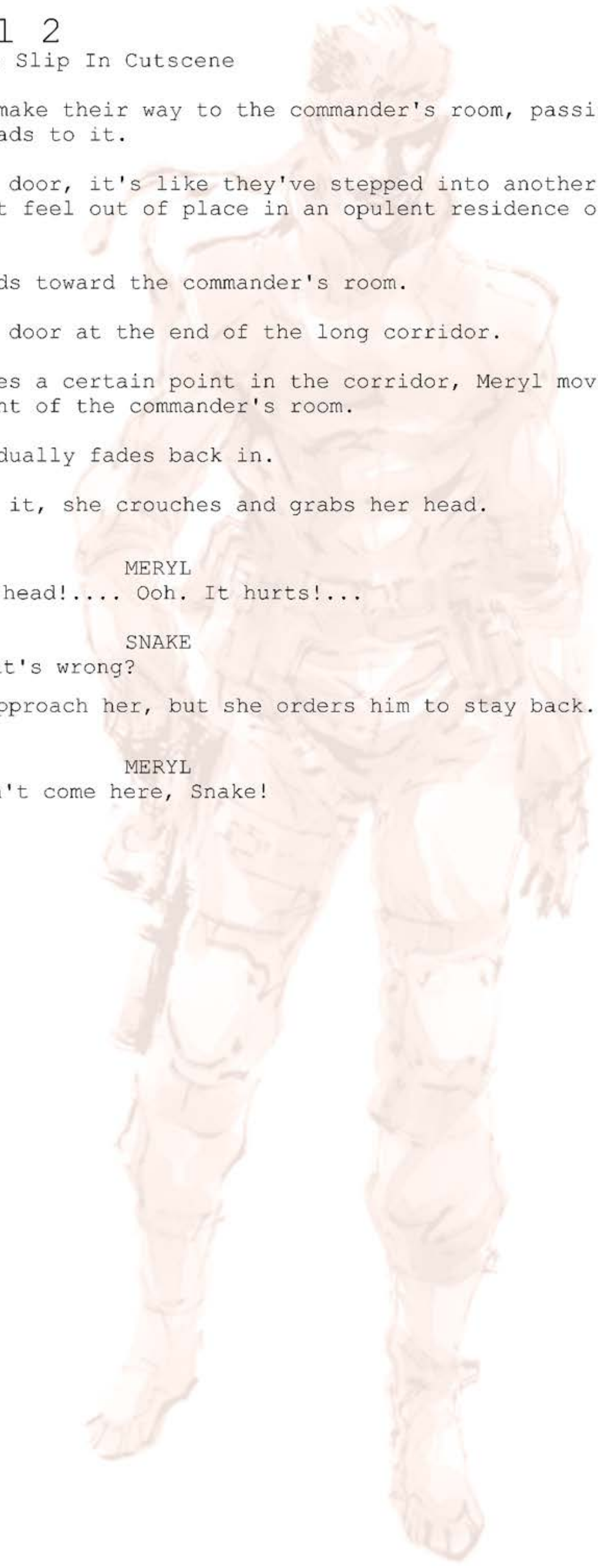
When Meryl hears it, she crouches and grabs her head.

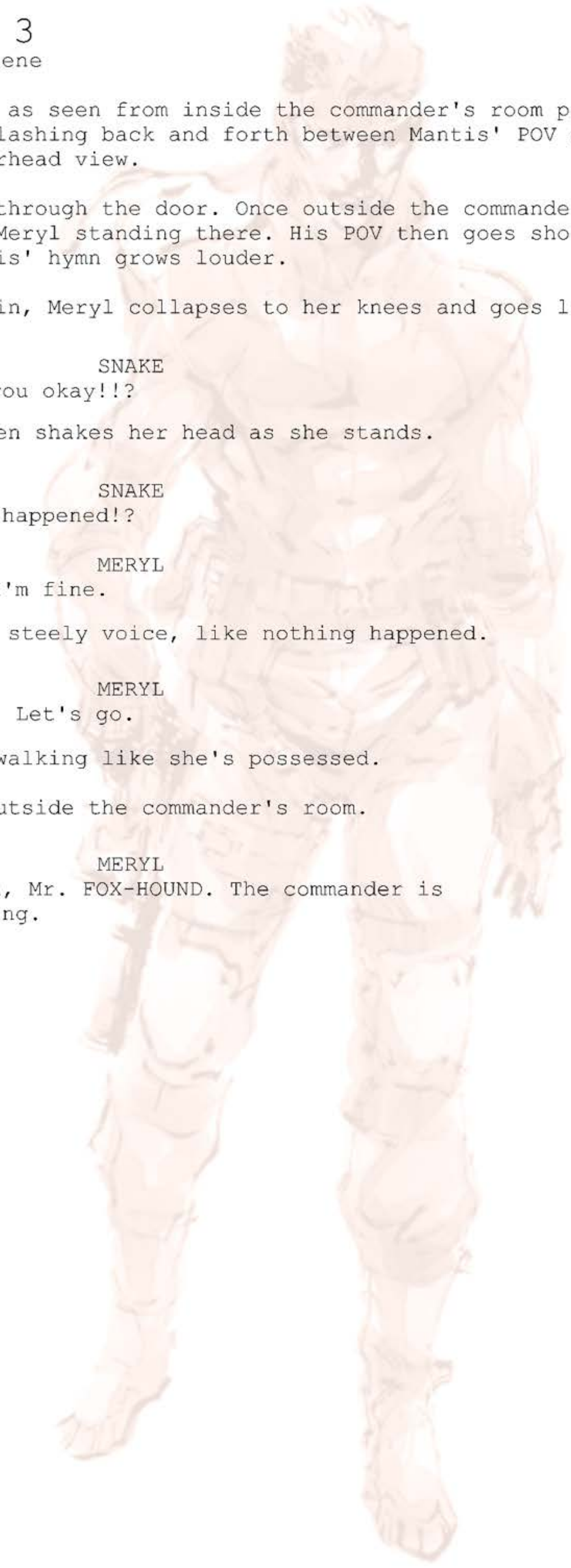
MERYL
My head!.... Ooh. It hurts!...

SNAKE
What's wrong?

Snake tries to approach her, but she orders him to stay back.

MERYL
Don't come here, Snake!





Find Meryl 3

Puppet Meryl Cutscene

Psycho Mantis' POV as seen from inside the commander's room pops into view. High-speed flashing back and forth between Mantis' POV and the game's regular overhead view.

Mantis' POV flies through the door. Once outside the commander's room, he sees Snake and Meryl standing there. His POV then goes shooting into Meryl's head. Mantis' hymn grows louder.

After a bout of pain, Meryl collapses to her knees and goes limp.

SNAKE
Are you okay!!?

Meryl comes to, then shakes her head as she stands.

SNAKE
What happened!?

MERYL
... I'm fine.

Meryl talks with a steely voice, like nothing happened.

MERYL
Okay. Let's go.

She continues on, walking like she's possessed.

Meryl stops just outside the commander's room.

MERYL
C'mon, Mr. FOX-HOUND. The commander is waiting.

Mantis Battle 1

Meryl Controlled By Mantis Cutscene

Snake enters the commander's room. Meryl follows him in.

The place appears to be empty.

The red carpet extends into the room. Voluminous bookcases complement the walls. In the center is a grand desk, presumably the commander's, with a high-back chair to match. The walls are decorated with framed photos of previous commanders, commendations, and other achievements. On the desk is a computer, paperwork, an ashtray, and various other items.

On the left side of the room is a holographic model of the entire base, including the Communications Tower.

On the right are seats for visitors.

Hanging on the wall behind the commander's desk is the Outer Heaven insignia.

It's a neatly arranged room, and also one that gives the impression someone was in it until just moments ago.

The one thing out of the ordinary is what was a full-length mirror on the east side of the room. It's been shattered, the pieces scattered across the floor.

The polished floor offers a reflection of the room's walls, furniture, and furnishings.

A bookshelf at the back of the room hides the door leading to the caves.

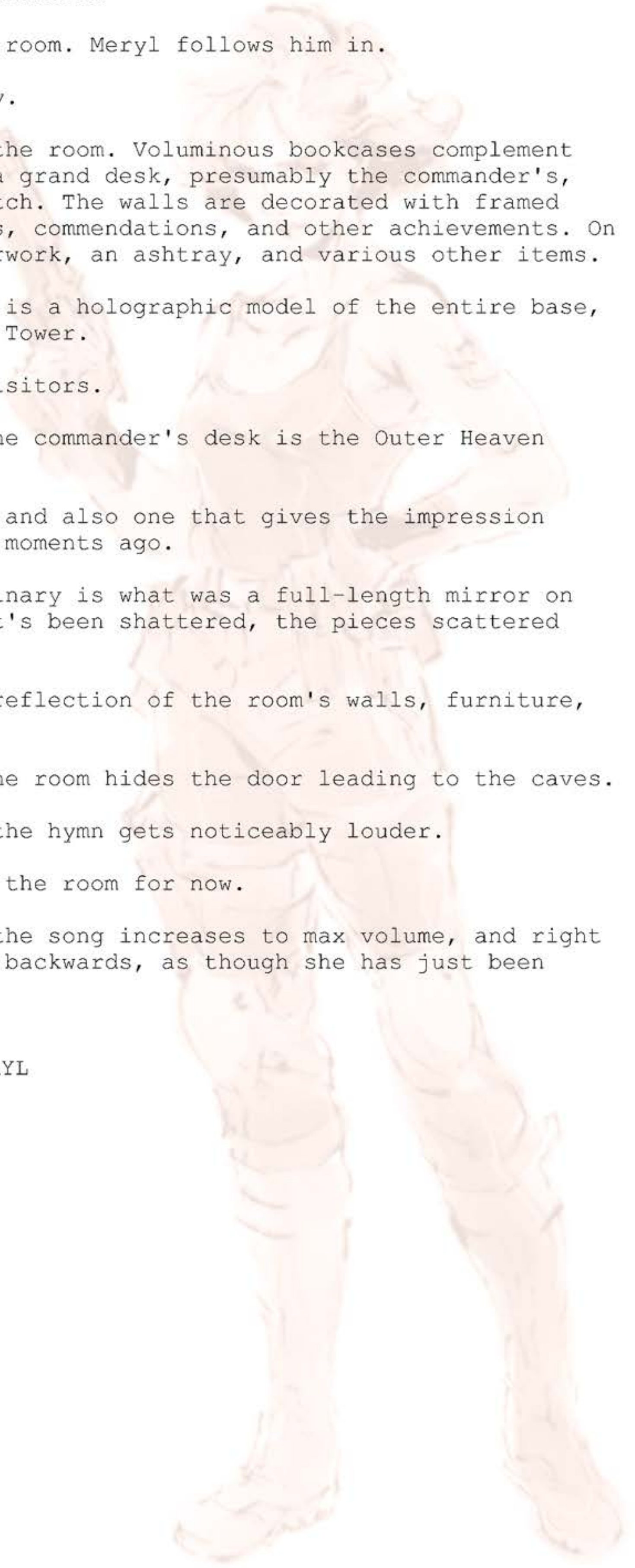
When Snake enters the room, the hymn gets noticeably louder.

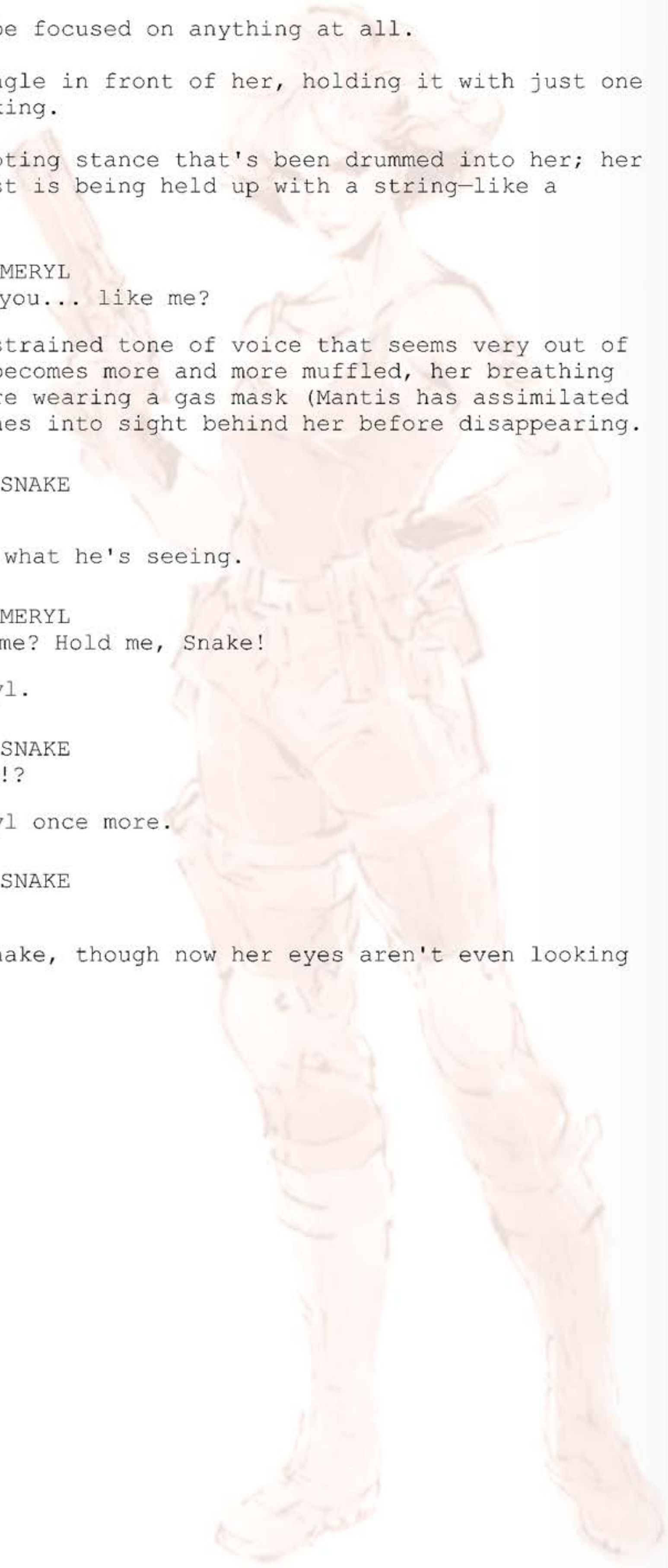
Snake is free to move around the room for now.

After a set amount of time, the song increases to max volume, and right as it does so, Meryl is bent backwards, as though she has just been electrocuted.

MERYL

Aaargh...!





After recovering from this, she starts to shamble toward Snake like a zombie.

Her eyes don't appear to be focused on anything at all.

Meryl raises her Desert Eagle in front of her, holding it with just one hand as she continues walking.

This isn't any proper shooting stance that's been drummed into her; her arm behaves as if her wrist is being held up with a string—like a puppet.

MERYL
Snake... do you... like me?

She begins to speak in a strained tone of voice that seems very out of character. Gradually she becomes more and more muffled, her breathing labored, as though she were wearing a gas mask (Mantis has assimilated her). Mantis briefly flashes into sight behind her before disappearing.

SNAKE
What the...

Snake can't quite believe what he's seeing.

MERYL
Do you like me? Hold me, Snake!

Snake backs away from Meryl.

SNAKE
What's wrong!?

Mantis appears behind Meryl once more.

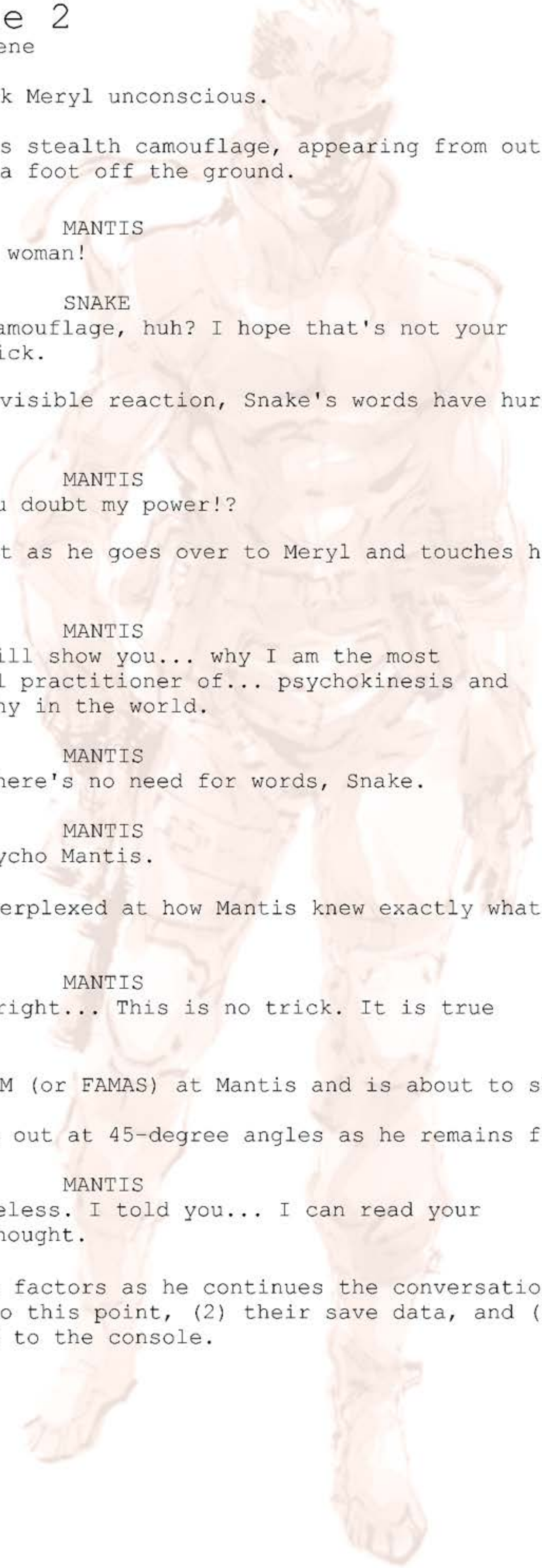
SNAKE
Huh?

Meryl points her gun at Snake, though now her eyes aren't even looking in his direction.

Meryl opens fire.

Mantis Battle 2

Mantis Appears Cutscene



Snake manages to knock Meryl unconscious.

Mantis deactivates his stealth camouflage, appearing from out of thin air. He floats about a foot off the ground.

MANTIS
Useless woman!

SNAKE
Optic camouflage, huh? I hope that's not your only trick.

Judging from Mantis' visible reaction, Snake's words have hurt his pride.

MANTIS
You! You doubt my power!?

Snake remains vigilant as he goes over to Meryl and touches her neck to check her pulse.

MANTIS
Now I will show you... why I am the most powerful practitioner of... psychokinesis and telepathy in the world.

MANTIS
No... there's no need for words, Snake.

MANTIS
I am Psycho Mantis.

Snake is admittedly perplexed at how Mantis knew exactly what he was thinking.

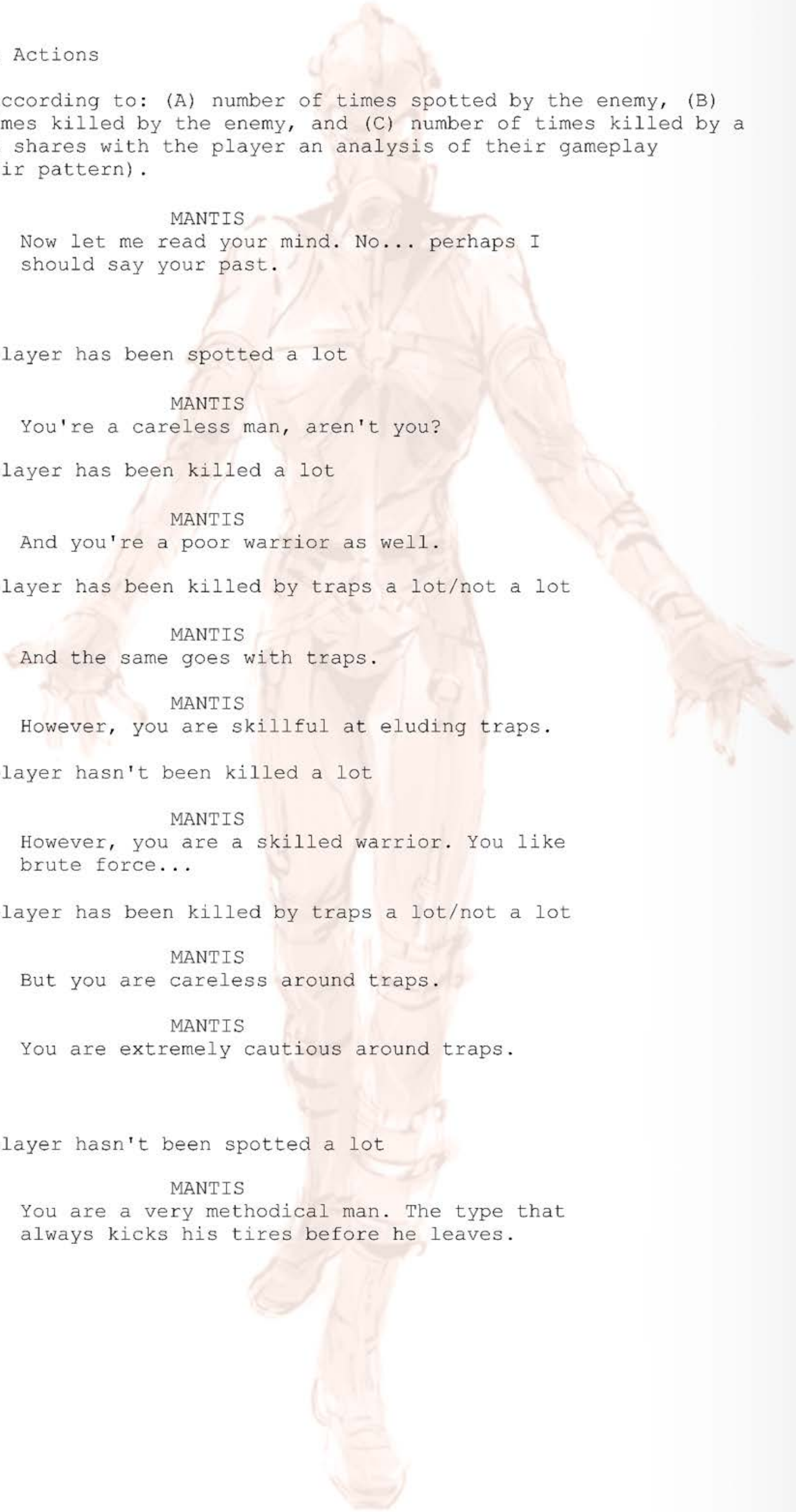
MANTIS
That's right... This is no trick. It is true power.

Snake points his SOCOM (or FAMAS) at Mantis and is about to shoot him.

Mantis holds his arms out at 45-degree angles as he remains floating.

MANTIS
It's useless. I told you... I can read your every thought.

Mantis analyzes three factors as he continues the conversation: (1) the player's actions up to this point, (2) their save data, and (3) peripherals connected to the console.



(1) Player's Actions

Determined according to: (A) number of times spotted by the enemy, (B) number of times killed by the enemy, and (C) number of times killed by a trap. Mantis shares with the player an analysis of their gameplay history (their pattern).

MANTIS
Now let me read your mind. No... perhaps I should say your past.

*Pattern 1

(A) If the player has been spotted a lot

MANTIS
You're a careless man, aren't you?

(B) If the player has been killed a lot

MANTIS
And you're a poor warrior as well.

(C) If the player has been killed by traps a lot/not a lot

MANTIS
And the same goes with traps.

MANTIS
However, you are skillful at eluding traps.

(B) If the player hasn't been killed a lot

MANTIS
However, you are a skilled warrior. You like brute force...

(C) If the player has been killed by traps a lot/not a lot

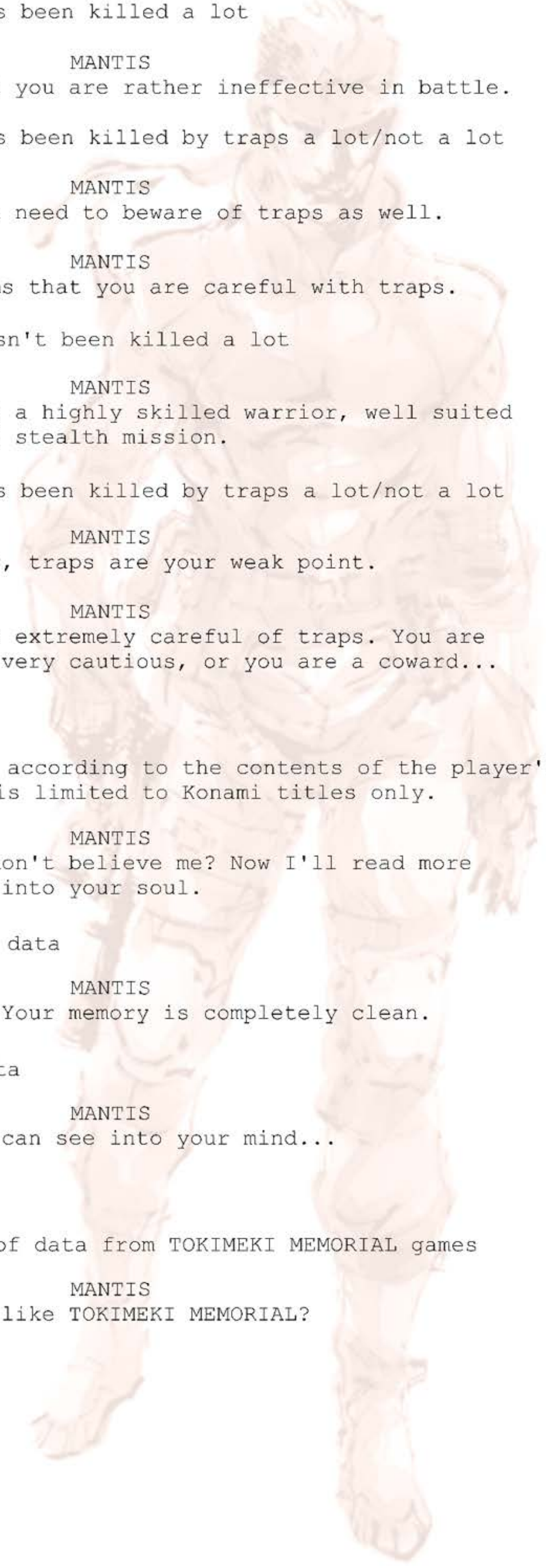
MANTIS
But you are careless around traps.

MANTIS
You are extremely cautious around traps.

*Pattern 2

(A) If the player hasn't been spotted a lot

MANTIS
You are a very methodical man. The type that always kicks his tires before he leaves.



(B) If the player has been killed a lot

MANTIS
And yet you are rather ineffective in battle.

(C) If the player has been killed by traps a lot/not a lot

MANTIS
And you need to beware of traps as well.

MANTIS
It seems that you are careful with traps.

(B) If the player hasn't been killed a lot

MANTIS
You are a highly skilled warrior, well suited
to this stealth mission.

(C) If the player has been killed by traps a lot/not a lot

MANTIS
However, traps are your weak point.

MANTIS
You are extremely careful of traps. You are
either very cautious, or you are a coward...

(2) Save Data

Mantis' lines change according to the contents of the player's save data. However, this is limited to Konami titles only.

MANTIS
Still don't believe me? Now I'll read more
deeply into your soul.

*If there is no save data

MANTIS
Hmmm...Your memory is completely clean.

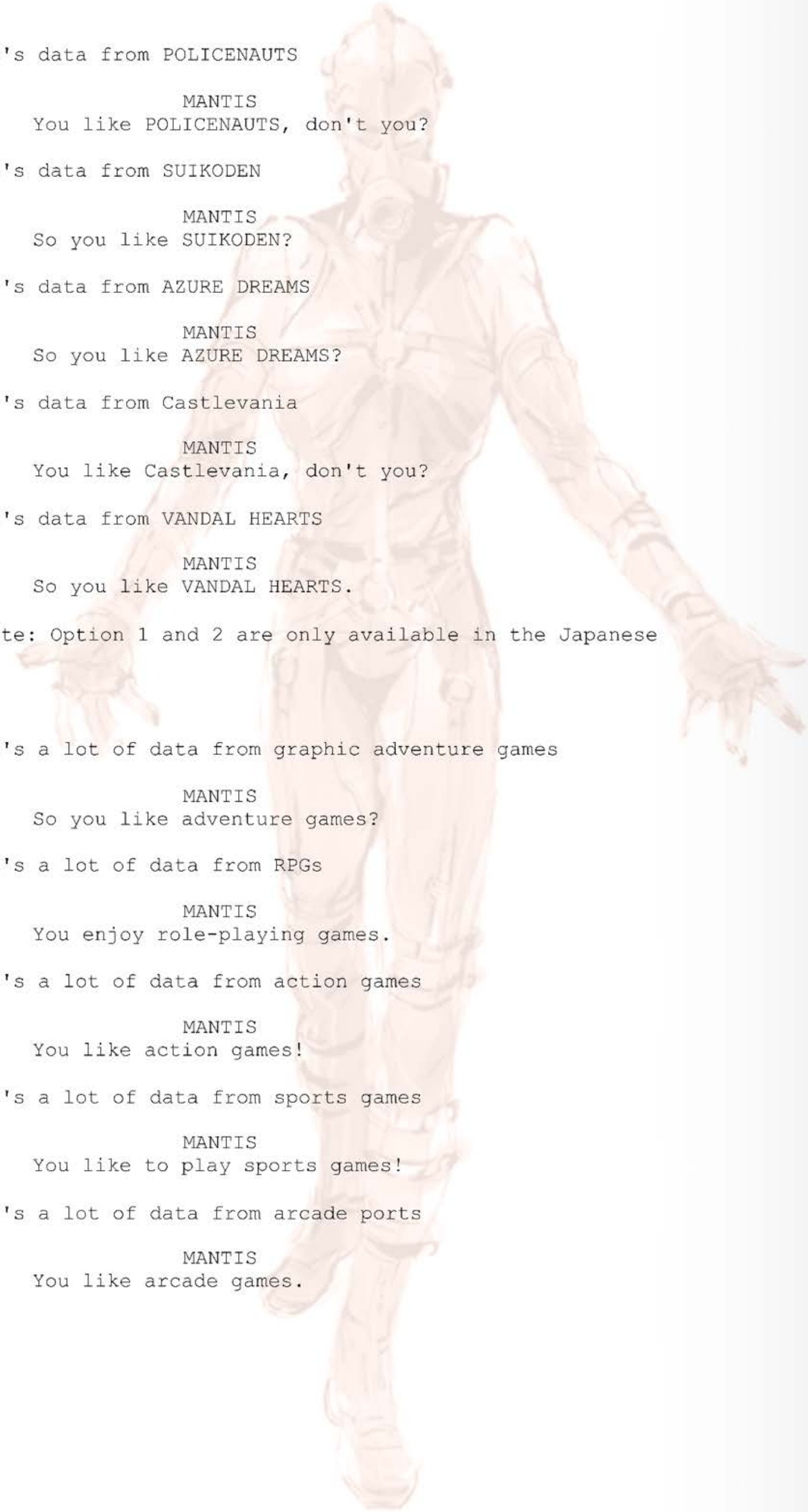
*If there is save data

MANTIS
Ah...I can see into your mind...

*By Title

1. If there's a lot of data from TOKIMEKI MEMORIAL games

MANTIS
So you like TOKIMEKI MEMORIAL?



2. If there's data from POLICENAUTS

MANTIS
You like POLICENAUTS, don't you?

3. If there's data from SUIKODEN

MANTIS
So you like SUIKODEN?

4. If there's data from AZURE DREAMS

MANTIS
So you like AZURE DREAMS?

5. If there's data from Castlevania

MANTIS
You like Castlevania, don't you?

6. If there's data from VANDAL HEARTS

MANTIS
So you like VANDAL HEARTS.

Editor's Note: Option 1 and 2 are only available in the Japanese release.

*By Genre

1. If there's a lot of data from graphic adventure games

MANTIS
So you like adventure games?

2. If there's a lot of data from RPGs

MANTIS
You enjoy role-playing games.

3. If there's a lot of data from action games

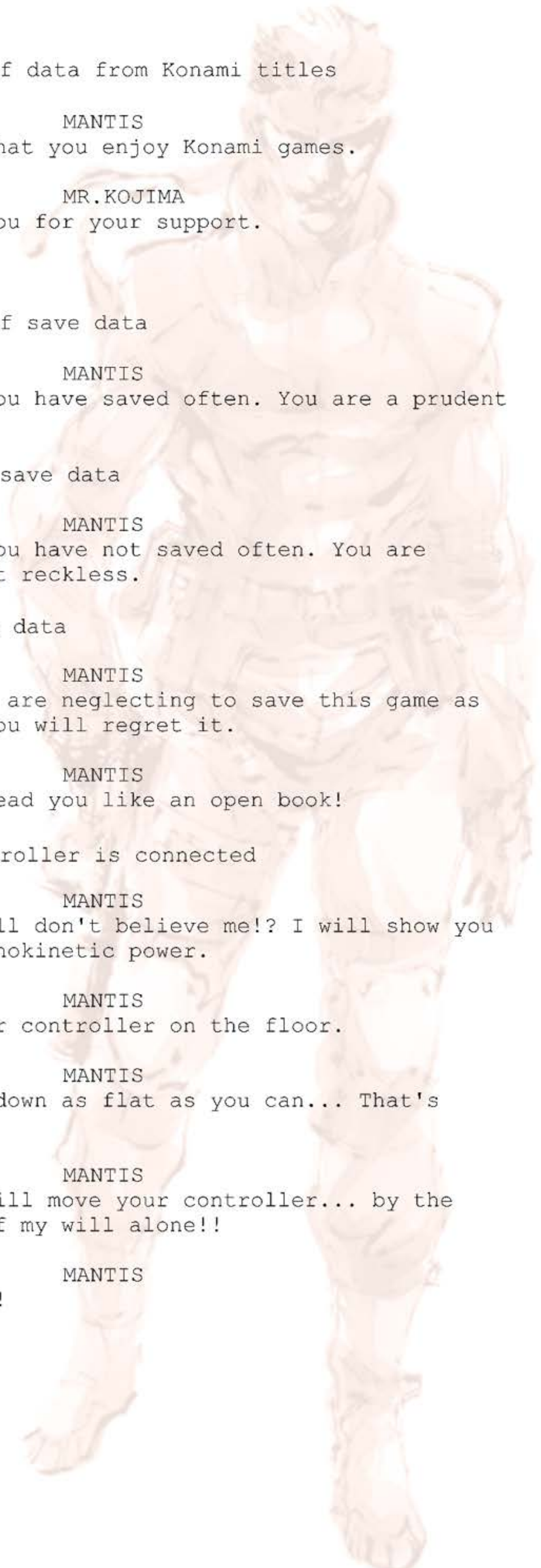
MANTIS
You like action games!

4. If there's a lot of data from sports games

MANTIS
You like to play sports games!

5. If there's a lot of data from arcade ports

MANTIS
You like arcade games.



*By Game Company

1. If there's a lot of data from Konami titles

MANTIS
I see that you enjoy Konami games.

MR.KOJIMA
Thank you for your support.

*By MGS Save Data

1. If there's a lot of save data

MANTIS
Hmmm. You have saved often. You are a prudent person.

2. If there's little save data

MANTIS
Hmmm. You have not saved often. You are somewhat reckless.

3. If there's no save data

MANTIS
And you are neglecting to save this game as well. You will regret it.

MANTIS
I can read you like an open book!

(3) If an analog controller is connected

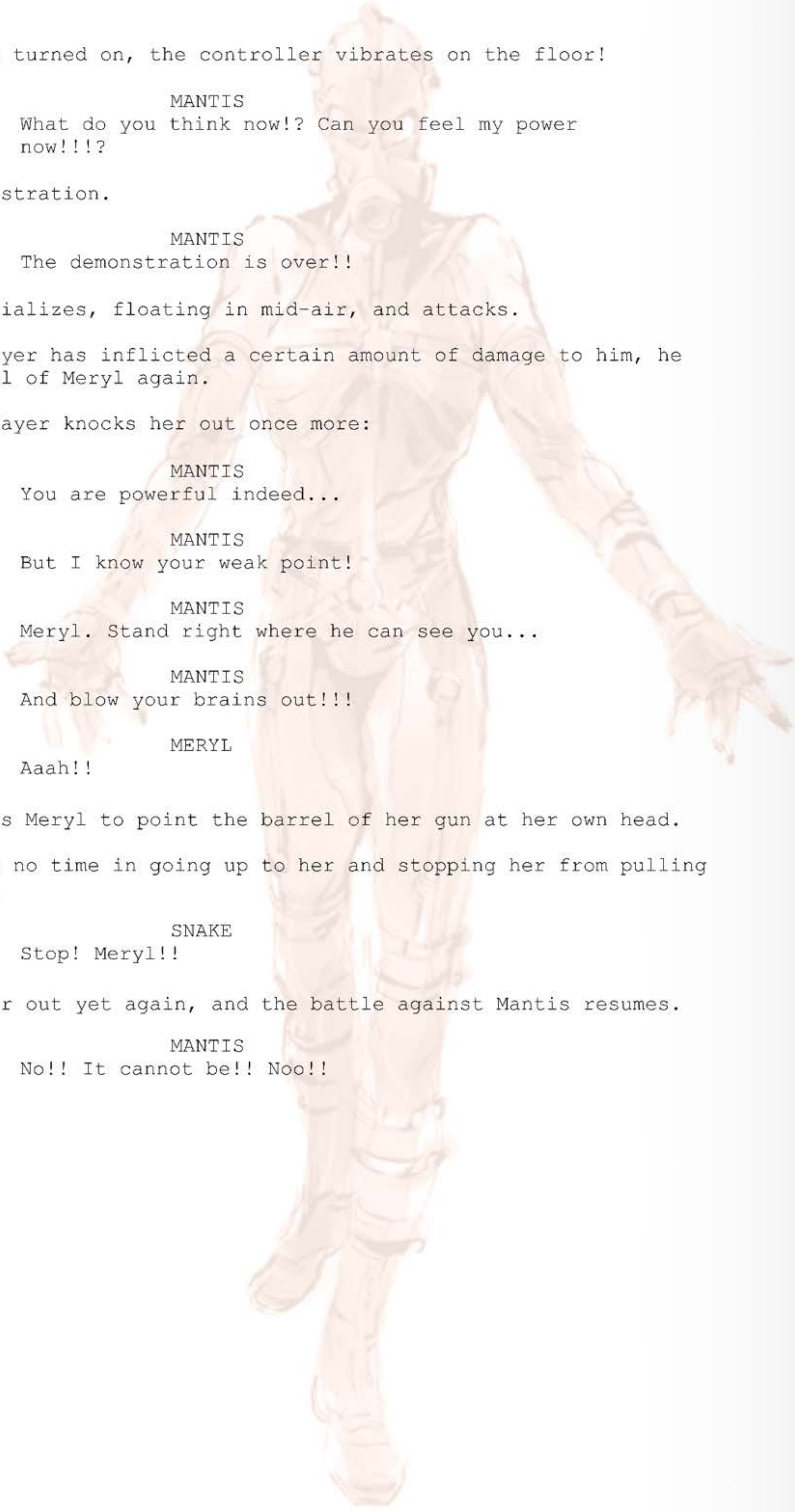
MANTIS
You still don't believe me!? I will show you my psychokinetic power.

MANTIS
Put your controller on the floor.

MANTIS
Put it down as flat as you can... That's good.

MANTIS
Now I will move your controller... by the power of my will alone!!

MANTIS
Huaaagh!



If rumble is turned on, the controller vibrates on the floor!

MANTIS
What do you think now!? Can you feel my power now!!!?

End of demonstration.

MANTIS
The demonstration is over!!

Mantis materializes, floating in mid-air, and attacks.

Once the player has inflicted a certain amount of damage to him, he takes control of Meryl again.

After the player knocks her out once more:

MANTIS
You are powerful indeed...

MANTIS
But I know your weak point!

MANTIS
Meryl. Stand right where he can see you...

MANTIS
And blow your brains out!!!

MERYL
Aaah!!

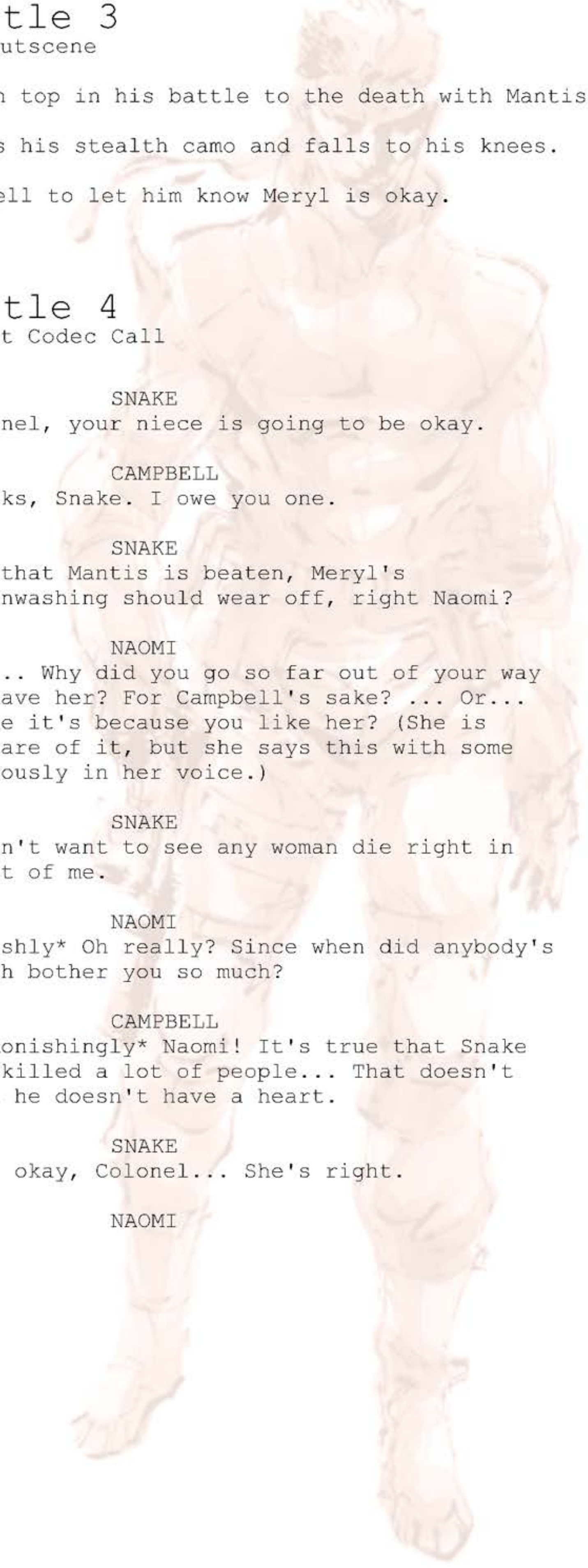
Mantis forces Meryl to point the barrel of her gun at her own head.

Snake wastes no time in going up to her and stopping her from pulling the trigger.

SNAKE
Stop! Meryl!!

He knocks her out yet again, and the battle against Mantis resumes.

MANTIS
No!! It cannot be!! Noo!!



Mantis Battle 3

Mantis Defeated Cutscene

Snake comes out on top in his battle to the death with Mantis.

Mantis deactivates his stealth camo and falls to his knees.

Snake calls Campbell to let him know Meryl is okay.

Mantis Battle 4

Post-Mantis Defeat Codec Call

SNAKE
Colonel, your niece is going to be okay.

CAMPBELL
Thanks, Snake. I owe you one.

SNAKE
Now that Mantis is beaten, Meryl's brainwashing should wear off, right Naomi?

NAOMI
Yes... Why did you go so far out of your way to save her? For Campbell's sake? ... Or... maybe it's because you like her? (She is unaware of it, but she says this with some jealously in her voice.)

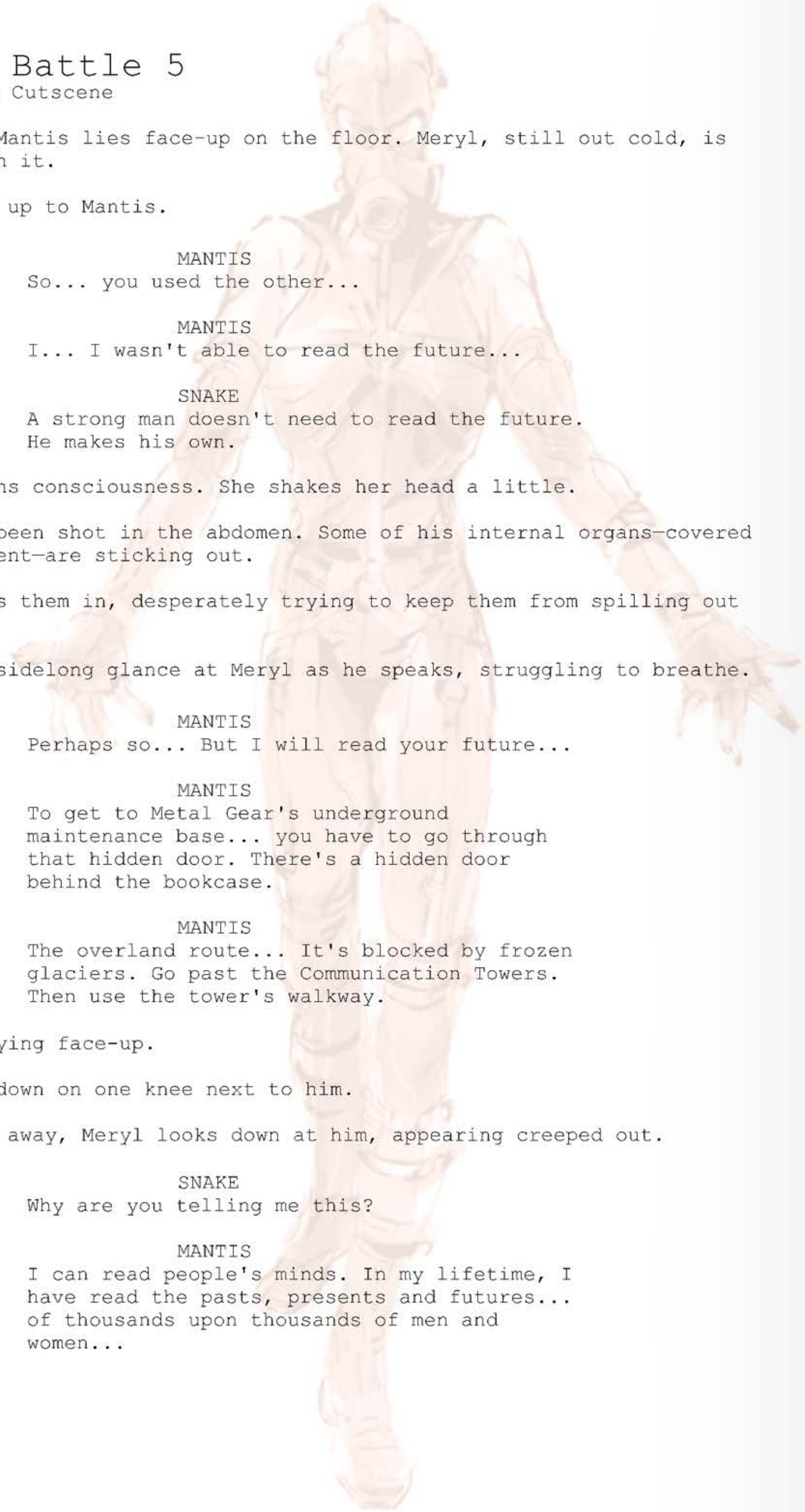
SNAKE
I don't want to see any woman die right in front of me.

NAOMI
harshly Oh really? Since when did anybody's death bother you so much?

CAMPBELL
admonishingly Naomi! It's true that Snake has killed a lot of people... That doesn't mean he doesn't have a heart.

SNAKE
It's okay, Colonel... She's right.

NAOMI
...



Mantis Battle 5

Mantis Dies Cutscene

A defeated Mantis lies face-up on the floor. Meryl, still out cold, is face-down on it.

Snake walks up to Mantis.

MANTIS
So... you used the other...

MANTIS
I... I wasn't able to read the future...

SNAKE
A strong man doesn't need to read the future. He makes his own.

Meryl regains consciousness. She shakes her head a little.

Mantis has been shot in the abdomen. Some of his internal organs—covered with excrement—are sticking out.

Mantis holds them in, desperately trying to keep them from spilling out entirely.

He casts a sidelong glance at Meryl as he speaks, struggling to breathe.

MANTIS
Perhaps so... But I will read your future...

MANTIS
To get to Metal Gear's underground maintenance base... you have to go through that hidden door. There's a hidden door behind the bookcase.

MANTIS
The overland route... It's blocked by frozen glaciers. Go past the Communication Towers. Then use the tower's walkway.

Mantis is lying face-up.

Snake gets down on one knee next to him.

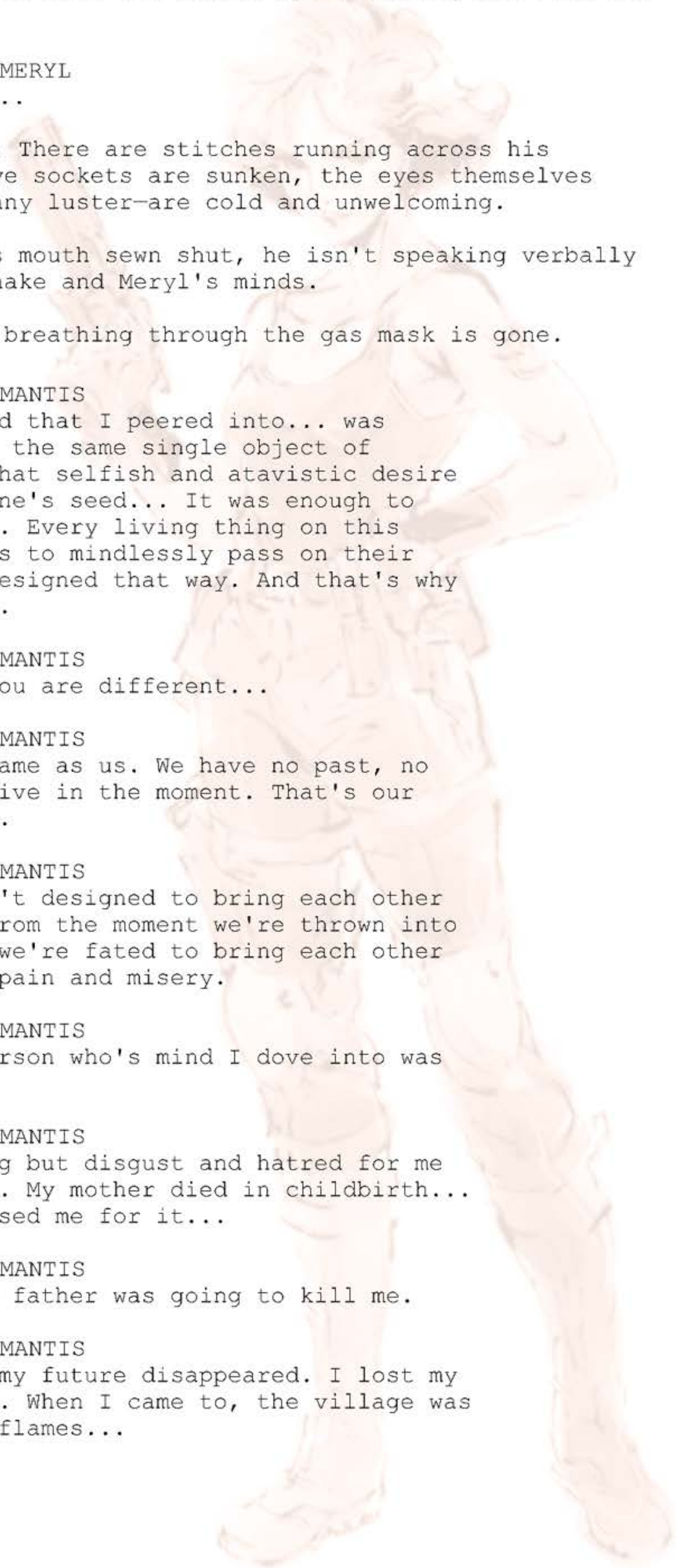
Not too far away, Meryl looks down at him, appearing creeped out.

SNAKE
Why are you telling me this?

MANTIS
I can read people's minds. In my lifetime, I have read the pasts, presents and futures... of thousands upon thousands of men and women...

Meryl, still on the defensive, walks up next to Snake.

Snake takes off Mantis' mask from the bottom up, revealing his face for the first time.



MERYL
Oh... gross...

It has no skin whatsoever. There are stitches running across his forehead and mouth. His eye sockets are sunken, the eyes themselves —bloodshot and devoid of any luster—are cold and unwelcoming.

Mantis continues. With his mouth sewn shut, he isn't speaking verbally —he talks directly into Snake and Meryl's minds.

The familiar sound of his breathing through the gas mask is gone.

MANTIS
And each mind that I peered into... was stuffed with the same single object of obsession. That selfish and atavistic desire to pass on one's seed... It was enough to make me sick. Every living thing on this planet exists to mindlessly pass on their DNA. We're designed that way. And that's why there is war.

MANTIS
But you... you are different...

MANTIS
You're the same as us. We have no past, no future. We live in the moment. That's our only purpose.

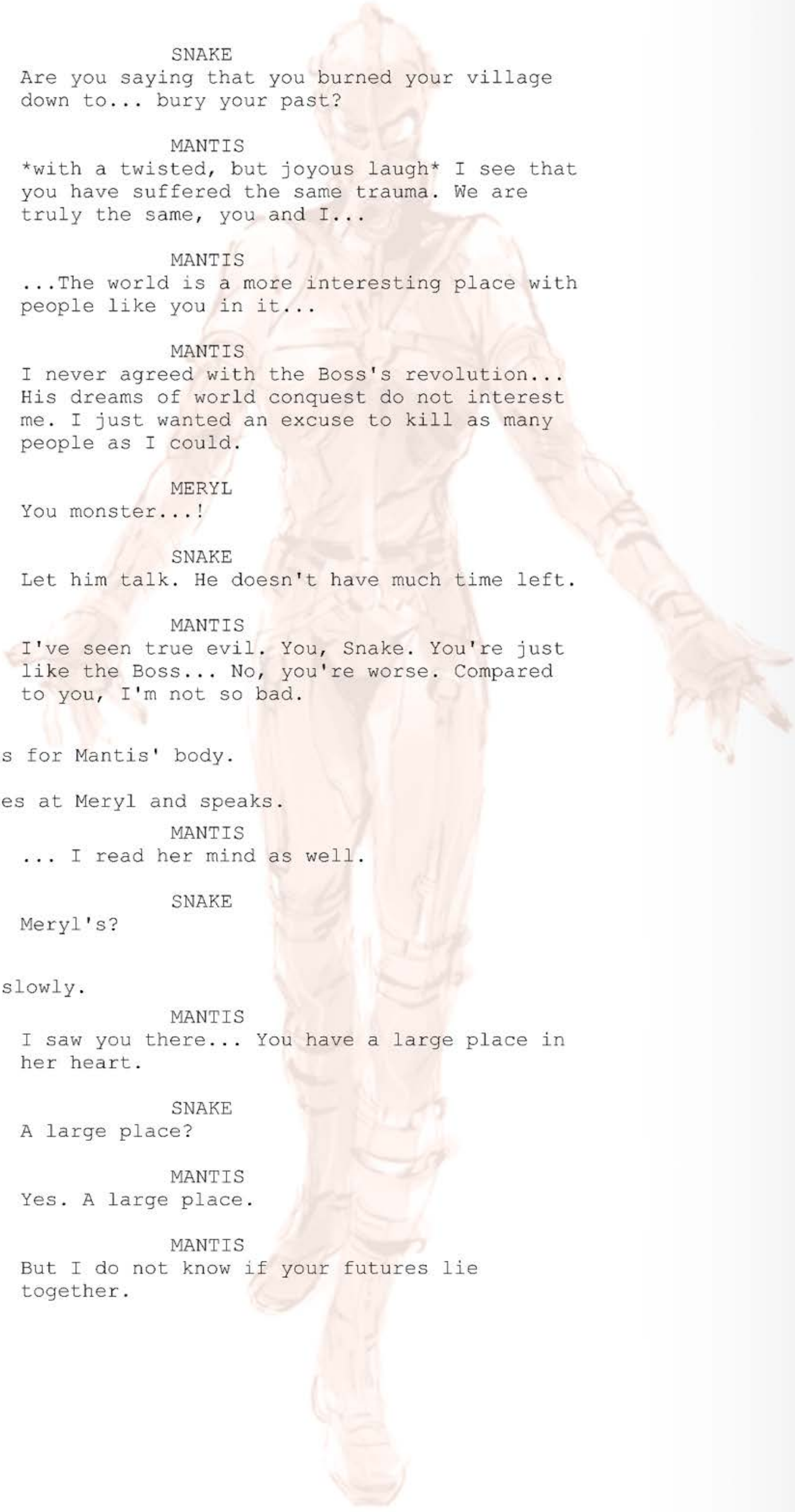
MANTIS
Humans weren't designed to bring each other happiness. From the moment we're thrown into this world, we're fated to bring each other nothing but pain and misery.

MANTIS
The first person who's mind I dove into was my father's.

MANTIS
I saw nothing but disgust and hatred for me in his heart. My mother died in childbirth... and he despised me for it...

MANTIS
I thought my father was going to kill me.

MANTIS
That's when my future disappeared. I lost my past as well. When I came to, the village was engulfed in flames...



SNAKE
Are you saying that you burned your village down to... bury your past?

MANTIS
with a twisted, but joyous laugh I see that you have suffered the same trauma. We are truly the same, you and I...

MANTIS
...The world is a more interesting place with people like you in it...

MANTIS
I never agreed with the Boss's revolution... His dreams of world conquest do not interest me. I just wanted an excuse to kill as many people as I could.

MERYL
You monster...!

SNAKE
Let him talk. He doesn't have much time left.

MANTIS
I've seen true evil. You, Snake. You're just like the Boss... No, you're worse. Compared to you, I'm not so bad.

Snake reaches for Mantis' body.

Mantis glances at Meryl and speaks.

MANTIS
... I read her mind as well.

SNAKE
Meryl's?

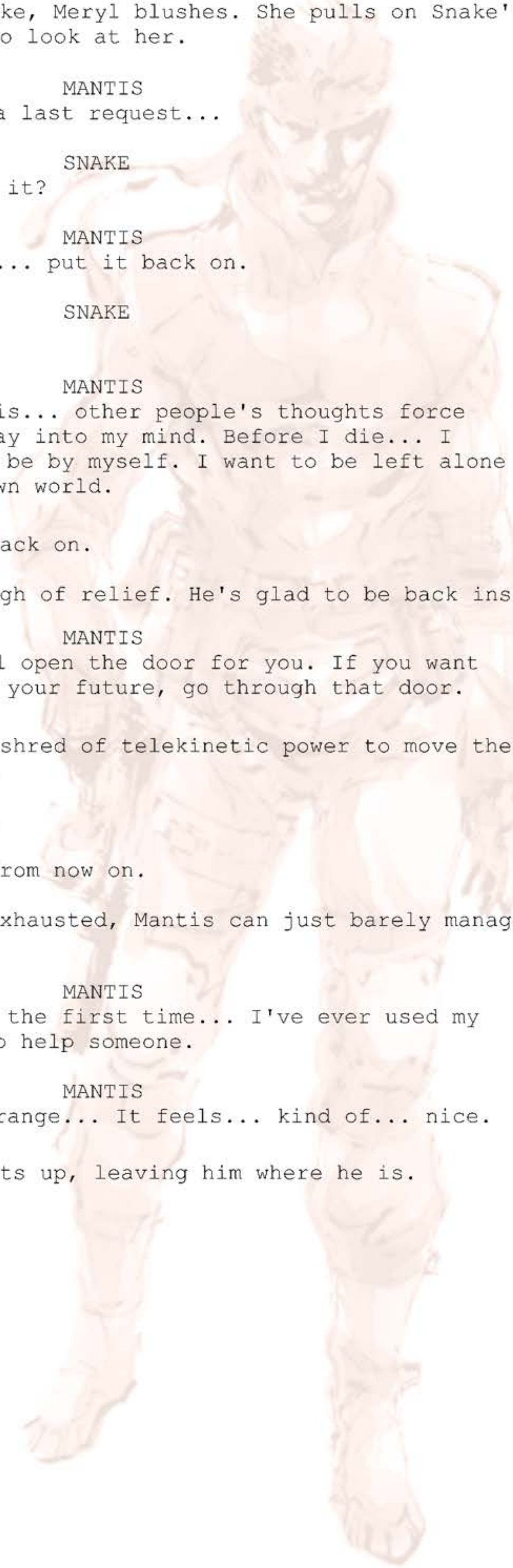
Mantis nods slowly.

MANTIS
I saw you there... You have a large place in her heart.

SNAKE
A large place?

MANTIS
Yes. A large place.

MANTIS
But I do not know if your futures lie together.



Listening next to Snake, Meryl blushes. She pulls on Snake's hand a little, getting him to look at her.

MANTIS
I have a last request...

SNAKE
What is it?

MANTIS
My mask... put it back on.

SNAKE
Okay...

MANTIS
Like this... other people's thoughts force their way into my mind. Before I die... I want to be by myself. I want to be left alone in my own world.

Snake puts the mask back on.

Mantis spits out a sigh of relief. He's glad to be back inside.

MANTIS
... I'll open the door for you. If you want to find your future, go through that door.

Mantis uses his last shred of telekinetic power to move the heavy bookcase behind them.

Behind it was a door.

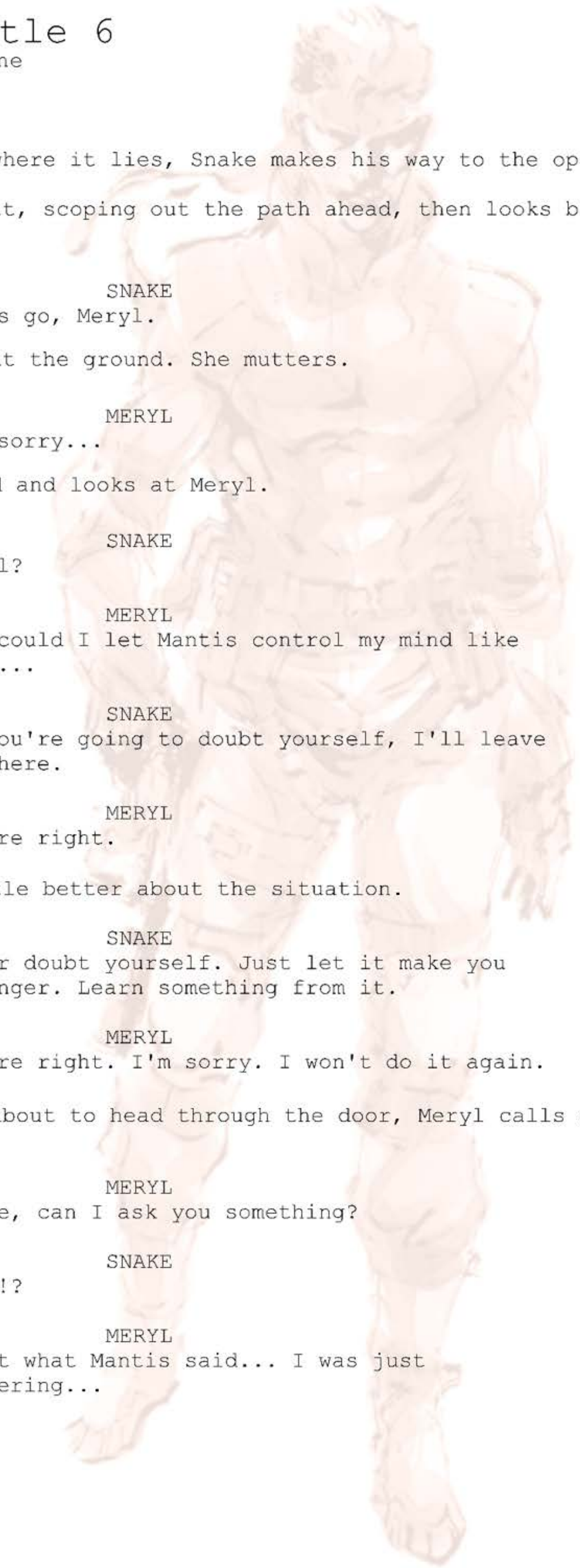
It will remain open from now on.

His strength almost exhausted, Mantis can just barely manage a smile—but he does.

MANTIS
This is the first time... I've ever used my power to help someone.

MANTIS
It's strange... It feels... kind of... nice.

Mantis dies. Snake gets up, leaving him where he is.



Mantis Battle 6

With Meryl Cutscene

Mantis is dead.

Leaving his body where it lies, Snake makes his way to the open door.

He peers through it, scoping out the path ahead, then looks back at Meryl.

SNAKE
Let's go, Meryl.

Meryl is staring at the ground. She mutters.

MERYL
I'm sorry...

Snake turns around and looks at Meryl.

SNAKE
Meryl?

MERYL
How could I let Mantis control my mind like that...

SNAKE
If you're going to doubt yourself, I'll leave you here.

MERYL
You're right.

Meryl feels a little better about the situation.

SNAKE
Never doubt yourself. Just let it make you stronger. Learn something from it.

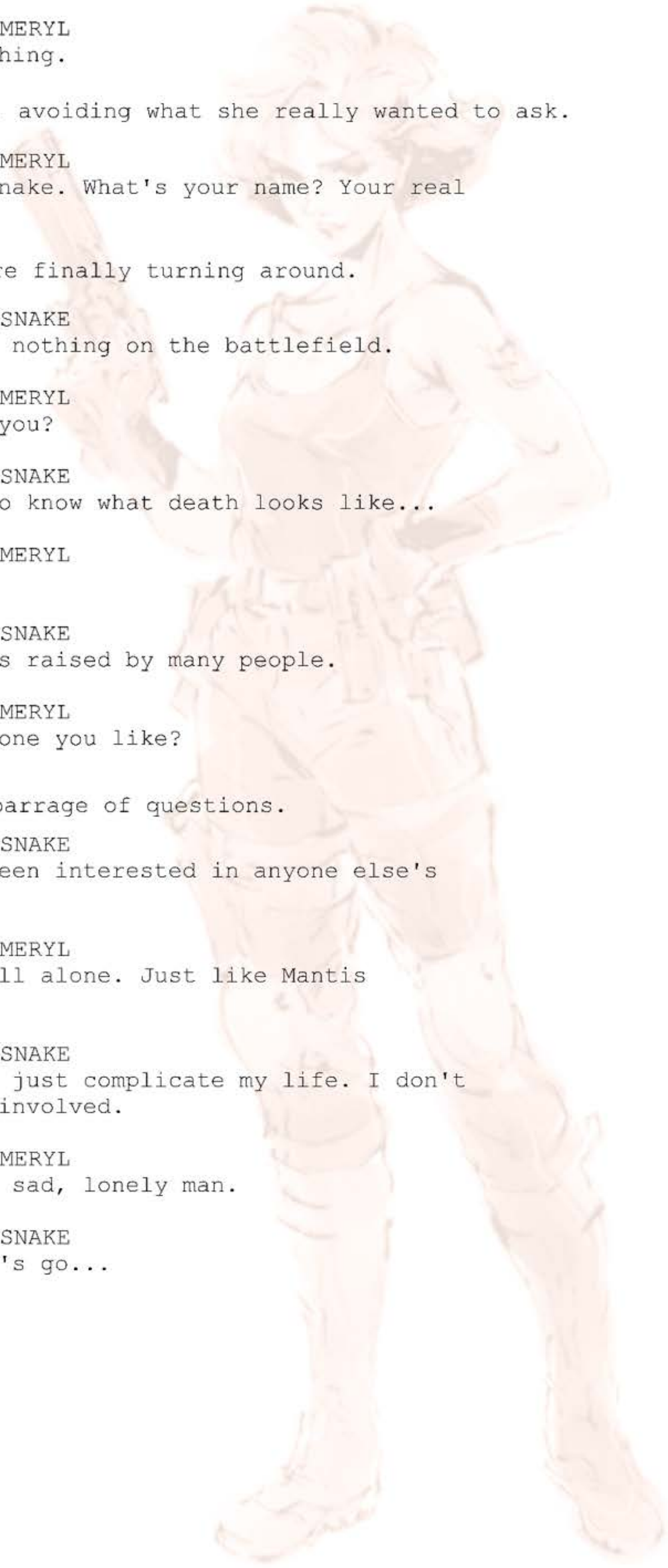
MERYL
You're right. I'm sorry. I won't do it again.

Just as Snake is about to head through the door, Meryl calls out to him again.

MERYL
Snake, can I ask you something?

SNAKE
What!?

MERYL
About what Mantis said... I was just wondering...



SNAKE
What? What's the problem now?

MERYL
Oh no... nothing.

Meryl changes the subject, avoiding what she really wanted to ask.

MERYL
So tell me Snake. What's your name? Your real name?

Snake waits a moment before finally turning around.

SNAKE
A name means nothing on the battlefield.

MERYL
How old are you?

SNAKE
Old enough to know what death looks like...

MERYL
Any family?

SNAKE
No, but I was raised by many people.

MERYL
Is there anyone you like?

Snake is bothered by the barrage of questions.

SNAKE
I've never been interested in anyone else's life...

MERYL
So you are all alone. Just like Mantis said...

SNAKE
Other people just complicate my life. I don't like to get involved.

MERYL
... You're a sad, lonely man.

SNAKE
C'mon... Let's go...

Wolf Battle 1

Heading North with Meryl Cutscene

Overhead view. Snake and Meryl go through the door behind the bookcase in the commander's room, emerging into a frozen cave.

It appears to be limestone. Lanterns and other quick, man-made touches have been added to the walls of this space that nature has carved out.

A handful of the lanterns flicker like fluorescent lights on the fritz.

Snow falls through gaps here and there in the ceiling.

Thanks to their water content, mosses have frozen to the bedrock.

The cave is like a maze, full of narrow, winding paths.

There are also a few low arch formations.

When Snake and Meryl enter, they hear what sounds like the distant howls of wolves.

MERYL
Could there be wolves in there?

SNAKE
Wolf dogs. Half-wolf, half-huskie.

MERYL
How do you know so much?

SNAKE
I ride dog sleds. I'm a musher.

Meryl walks on ahead.

MERYL
I'll take point. Snake, you follow me.

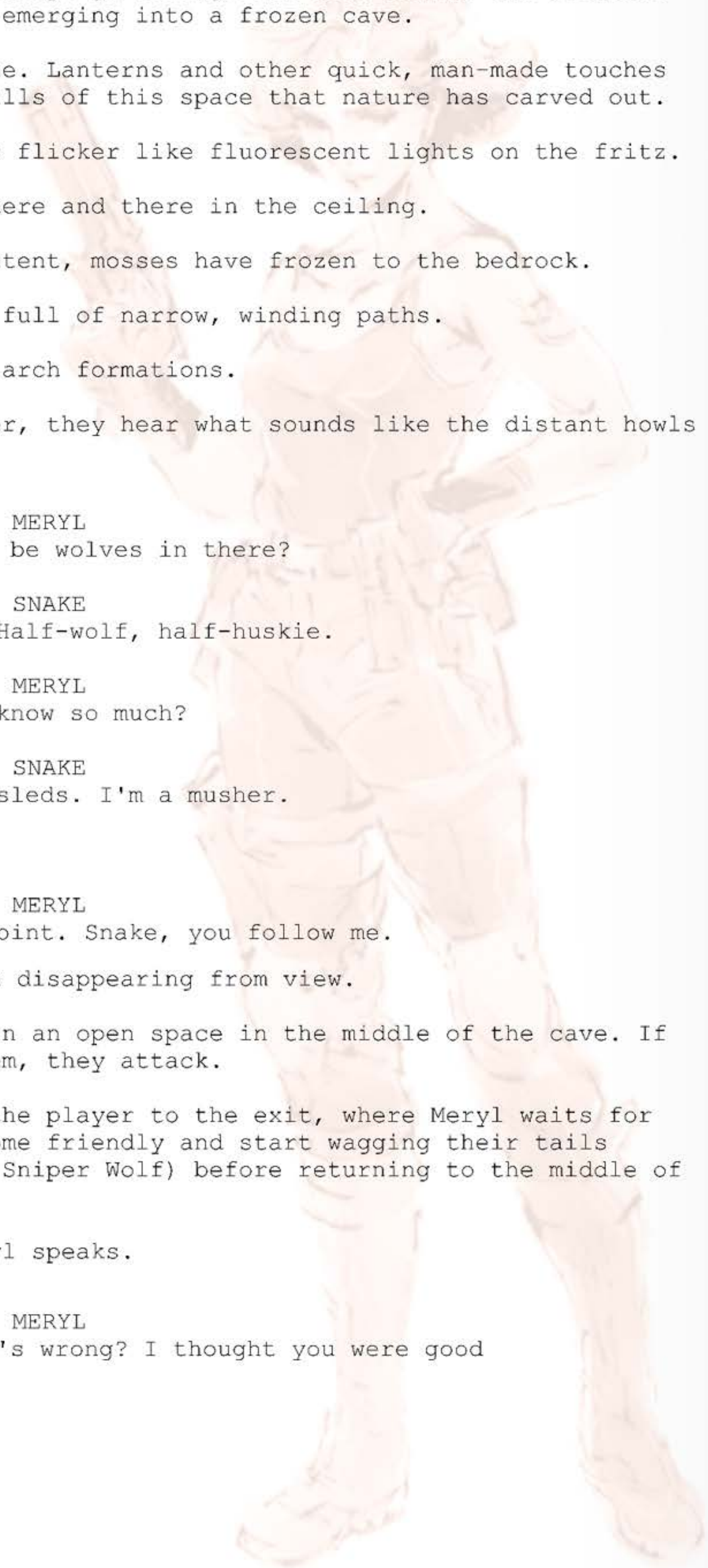
Then, she takes off, soon disappearing from view.

There are two wolf dogs in an open space in the middle of the cave. If the player approaches them, they attack.

If the wolf dogs follow the player to the exit, where Meryl waits for Snake, they suddenly become friendly and start wagging their tails (since Meryl smells like Sniper Wolf) before returning to the middle of the cave.

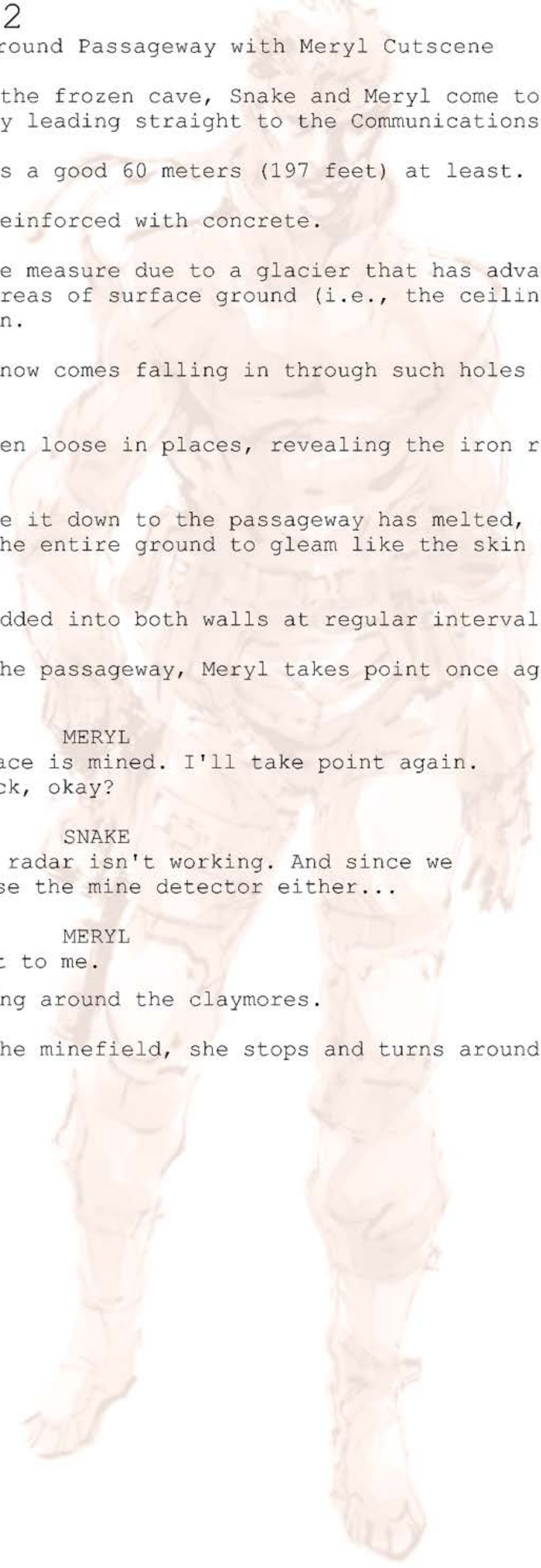
When the dogs leave, Meryl speaks.

MERYL
Snake, what's wrong? I thought you were good with dogs.



Wolf Battle 2

Going Through Underground Passageway with Meryl Cutscene



Overhead view. After the frozen cave, Snake and Meryl come to an underground passageway leading straight to the Communications Tower.

The passageway extends a good 60 meters (197 feet) at least.

Its walls have been reinforced with concrete.

This is a preventative measure due to a glacier that has advanced onto the island, causing areas of surface ground (i.e., the ceiling of the passageway) to cave in.

Like with the cave, snow comes falling in through such holes in the ceiling.

The concrete has fallen loose in places, revealing the iron rods underneath.

The snow that has made it down to the passageway has melted, creating puddles that, cause the entire ground to gleam like the skin of a reptile.

Lights have been embedded into both walls at regular intervals.

When they step into the passageway, Meryl takes point once again.

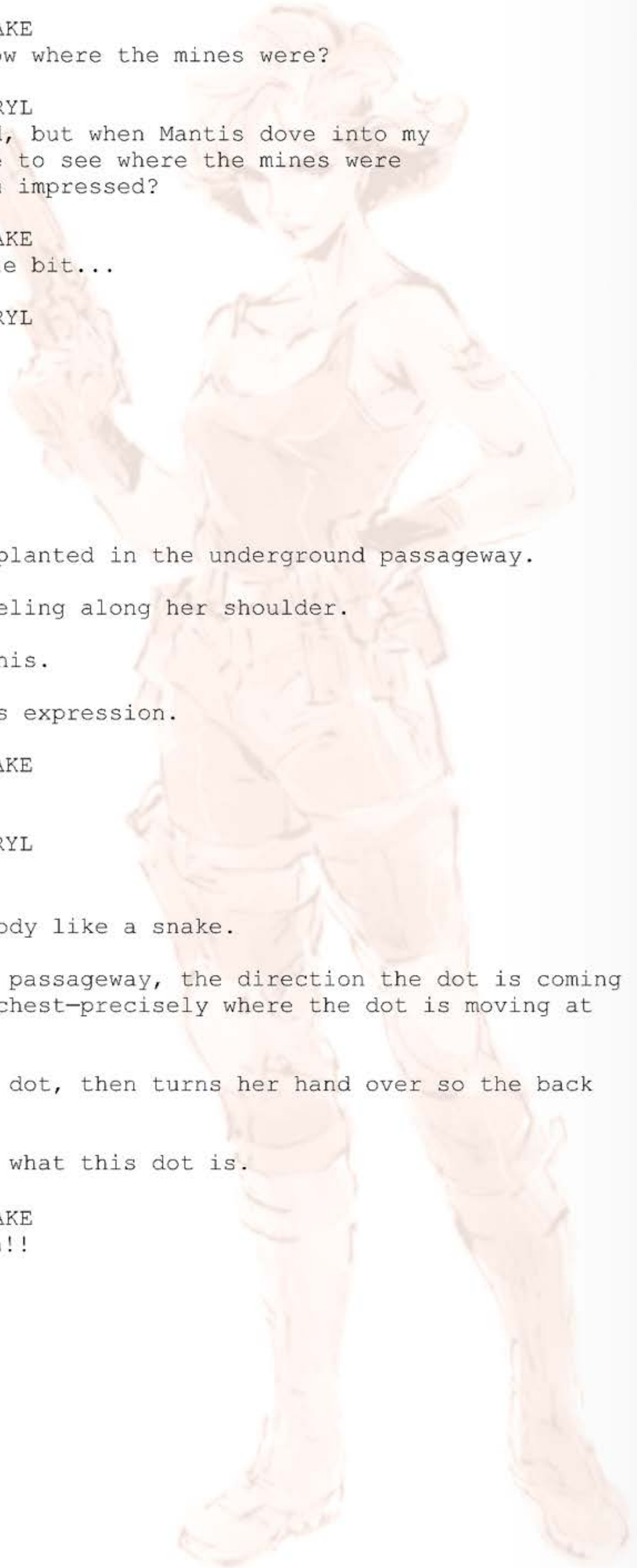
MERYL
This place is mined. I'll take point again.
Stay back, okay?

SNAKE
But the radar isn't working. And since we
can't use the mine detector either...

MERYL
Leave it to me.

Meryl advances, walking around the claymores.

Once she's clear of the minefield, she stops and turns around.



MERYL
So what do you think? Pretty good, huh.

SNAKE
How did you know where the mines were?

MERYL
It sounds weird, but when Mantis dove into my mind I was able to see where the mines were placed. Are you impressed?

SNAKE
Well... a little bit...

MERYL
Only a little?

Wolf Battle 3

Meryl is Shot Cutscene

Meryl has avoided the mines planted in the underground passageway.

Snake notices a red dot traveling along her shoulder.

He has a bad feeling about this.

Meryl spots the change in his expression.

SNAKE
Meryl??

MERYL
What is it?

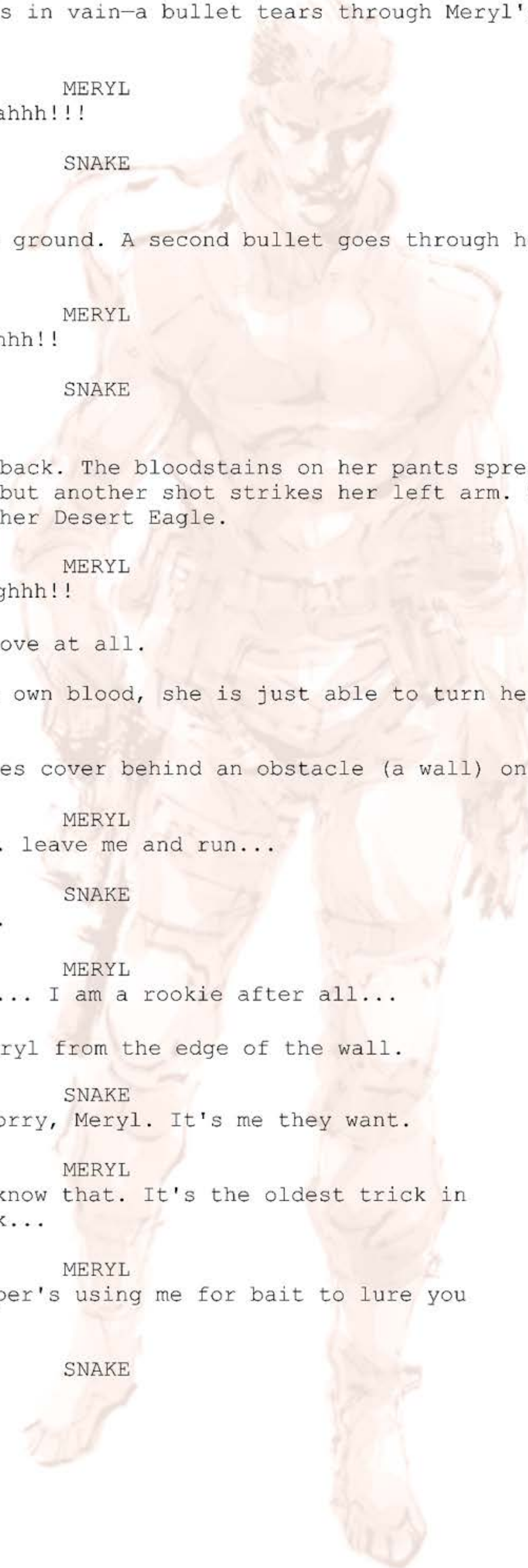
The dot slithers along her body like a snake.

Meryl turns to face down the passageway, the direction the dot is coming from. She looks down at her chest—precisely where the dot is moving at that moment.

She holds her palm up to the dot, then turns her hand over so the back of it is facing it.

Finally, Meryl also realizes what this dot is.

SNAKE
Meryl, get down!!



But Snake's warning is in vain—a bullet tears through Meryl's right knee.

MERYL
Aaaaaaaahhh!!!

SNAKE
Meryl!!

Meryl crumples to the ground. A second bullet goes through her left thigh.

MERYL
Oooooohhhh!!

SNAKE
Meryl!!

Meryl rolls onto her back. The bloodstains on her pants spread rapidly. She tries to get up, but another shot strikes her left arm. The shock causes Meryl to drop her Desert Eagle.

MERYL
Aaaaaaaghhh!!

Meryl can no longer move at all.

Lying in pools of her own blood, she is just able to turn her head toward Snake.

Snake immediately takes cover behind an obstacle (a wall) on the right.

MERYL
Snake... leave me and run...

SNAKE
Meryl...

MERYL
I guess... I am a rookie after all...

Snake peeks out at Meryl from the edge of the wall.

SNAKE
Don't worry, Meryl. It's me they want.

MERYL
Even I know that. It's the oldest trick in the book...

MERYL
The sniper's using me for bait to lure you out.

SNAKE
Damn!!

MERYL
Shoot me, Snake!!

With a big shake of his head, Snake absolutely rejects this.

SNAKE
No!

MERYL
My gun... I can't reach it by myself...

The Desert Eagles lies on the ground just out of reach.

SNAKE
Don't move.

MERYL
I promised... I wouldn't slow you down!

As the blood continues to pool, Meryl raises her voice.

MERYL
I... I... I... I can still help... I want to help you!

SNAKE
Quiet down. Save your strength!

She lets her head drop and starts to cry a little.

MERYL
I was a fool. I wanted to be a soldier...

MERYL
But war is ugly... There's nothing glamorous about it.

Big tears run down her cheek.

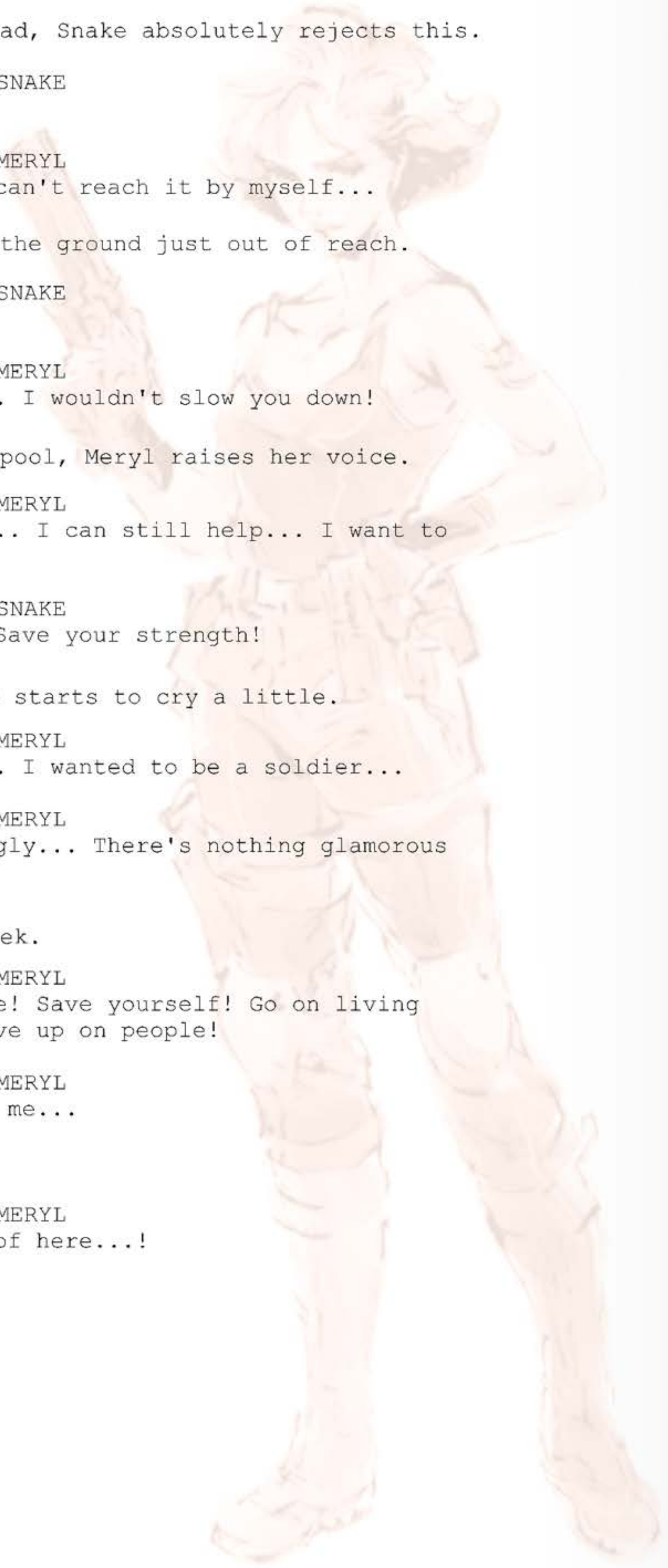
MERYL
Snake, please! Save yourself! Go on living and don't give up on people!

MERYL
Don't forget me...

Snake's Codec rings!

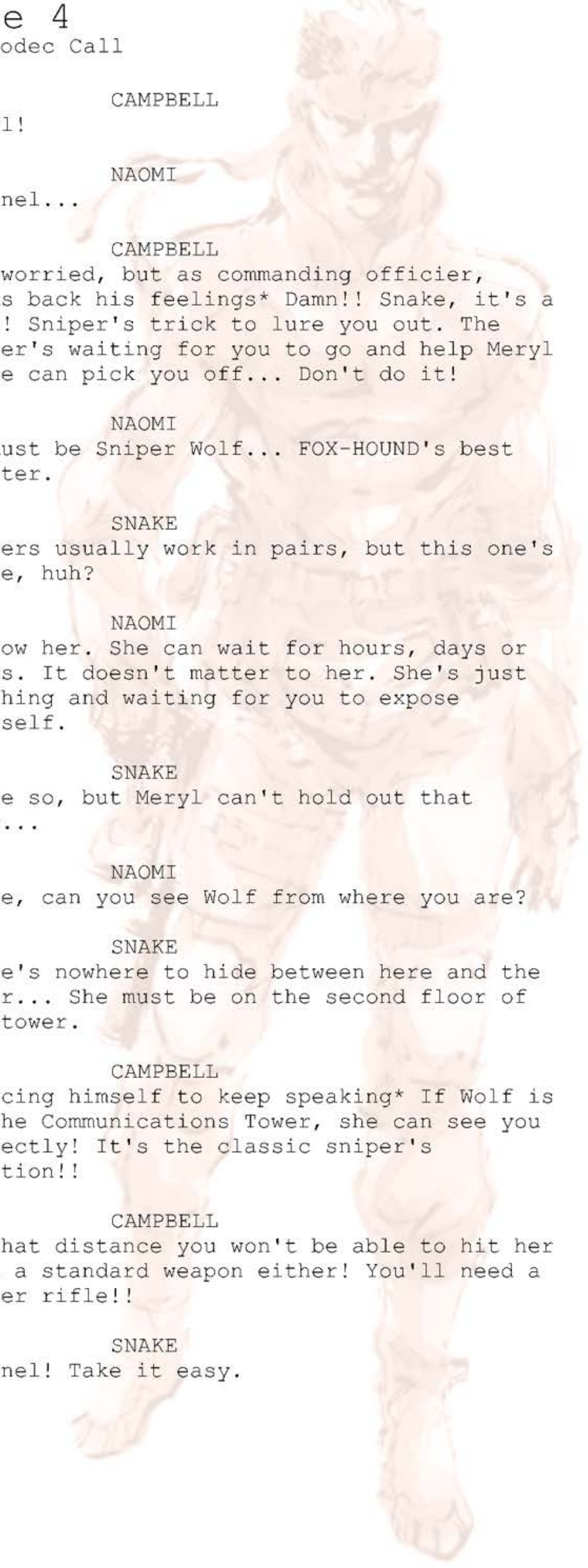
MERYL
Now get out of here...!

Snake answers it.



Wolf Battle 4

Post-Meryl Shot Codec Call



CAMPBELL

Meryl!

NAOMI

Colonel...

CAMPBELL

is worried, but as commanding officier, holds back his feelings Damn!! Snake, it's a trap! Sniper's trick to lure you out. The sniper's waiting for you to go and help Meryl so he can pick you off... Don't do it!

NAOMI

It must be Sniper Wolf... FOX-HOUND's best shooter.

SNAKE

Snipers usually work in pairs, but this one's alone, huh?

NAOMI

I know her. She can wait for hours, days or weeks. It doesn't matter to her. She's just watching and waiting for you to expose yourself.

SNAKE

Maybe so, but Meryl can't hold out that long...

NAOMI

Snake, can you see Wolf from where you are?

SNAKE

There's nowhere to hide between here and the tower... She must be on the second floor of the tower.

CAMPBELL

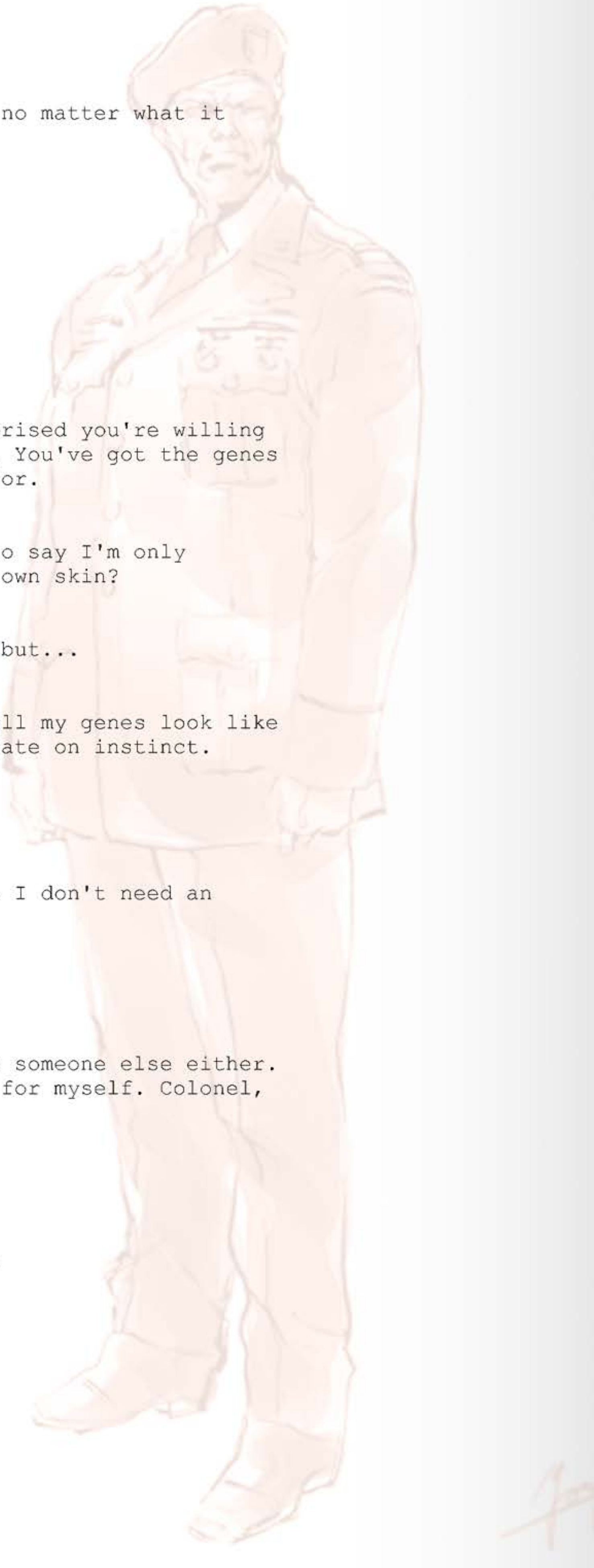
forcing himself to keep speaking If Wolf is in the Communications Tower, she can see you perfectly! It's the classic sniper's position!!

CAMPBELL

At that distance you won't be able to hit her with a standard weapon either! You'll need a sniper rifle!!

SNAKE

Colonel! Take it easy.



CAMPBELL
...

SNAKE
I'm going to save Meryl no matter what it takes.

CAMPBELL
happy Okay... Thanks.

NAOMI
...

SNAKE
What's wrong, Naomi?

NAOMI
Nothing... I'm just surprised you're willing to sacrifice yourself... You've got the genes of a soldier, not a savior.

SNAKE
sarcastically Trying to say I'm only interested in saving my own skin?

NAOMI
I wouldn't go that far, but...

SNAKE
I don't know what the hell my genes look like and I don't care. I operate on instinct.

NAOMI
Like an animal?

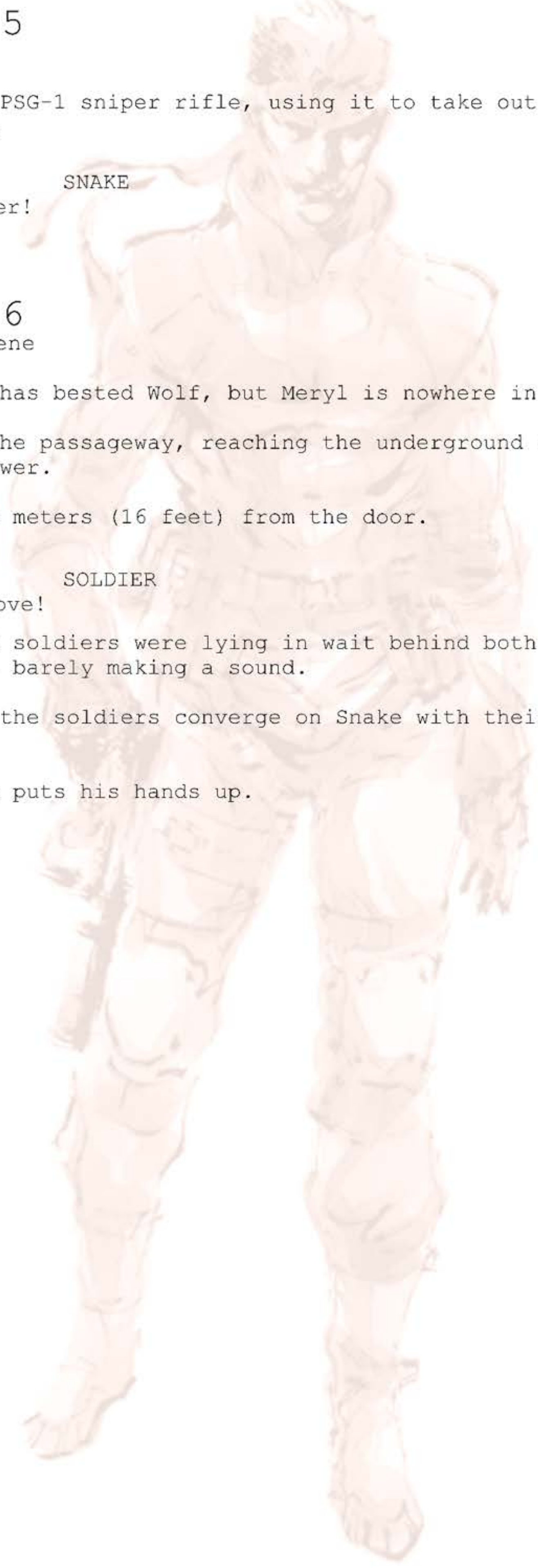
SNAKE
I'm going to save Meryl. I don't need an excuse.

NAOMI
Okay...

SNAKE
And I'm not doing it for someone else either. I'm going to save Meryl for myself. Colonel, don't worry!

CAMPBELL
Snake, thanks.

NAOMI
I understand. I'm sorry.



Wolf Battle 5

Wolf Dies Cutscene

Snake returns with a PSG-1 sniper rifle, using it to take out Sniper Wolf from long range.

SNAKE

I got her!

Wolf Battle 6

Snake Captured Cutscene

Overhead view. Snake has bested Wolf, but Meryl is nowhere in sight.

Snake proceeds down the passageway, reaching the underground entrance to the Communications Tower.

Snake gets about five meters (16 feet) from the door.

SOLDIER

Don't move!

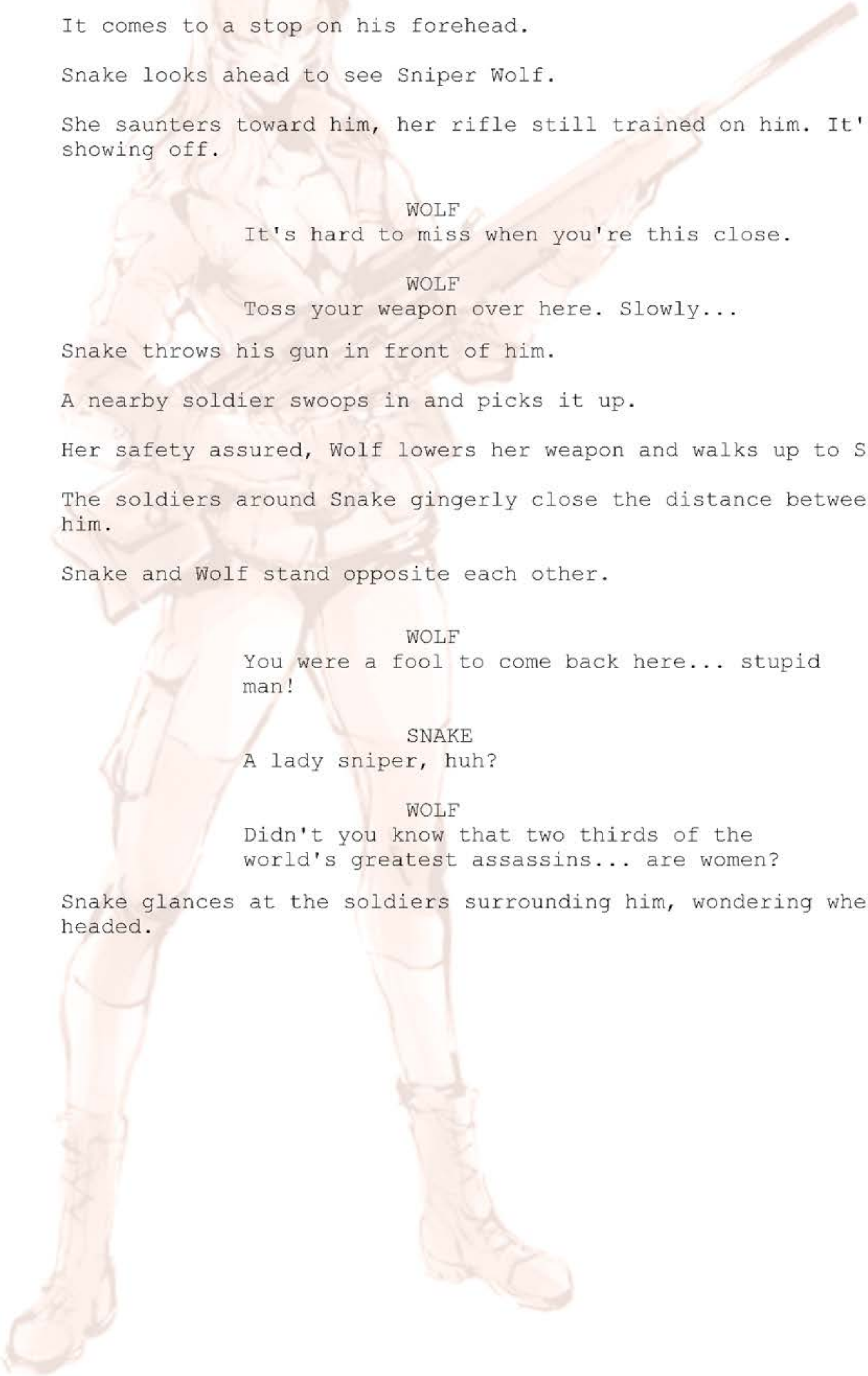
Several heavily armed soldiers were lying in wait behind both walls. A few more rappel down, barely making a sound.

Before he can react, the soldiers converge on Snake with their weapons pointed at him.

Trapped, Snake slowly puts his hands up.

Wolf Battle 7

Enter Wolf Cutscene



Snake is surrounded by the soldiers. A red laser sight creeps up his chest.

Snake watches it move.

It comes to a stop on his forehead.

Snake looks ahead to see Sniper Wolf.

She saunters toward him, her rifle still trained on him. It's like she's showing off.

WOLF
It's hard to miss when you're this close.

WOLF
Toss your weapon over here. Slowly...

Snake throws his gun in front of him.

A nearby soldier swoops in and picks it up.

Her safety assured, Wolf lowers her weapon and walks up to Snake.

The soldiers around Snake gingerly close the distance between them and him.

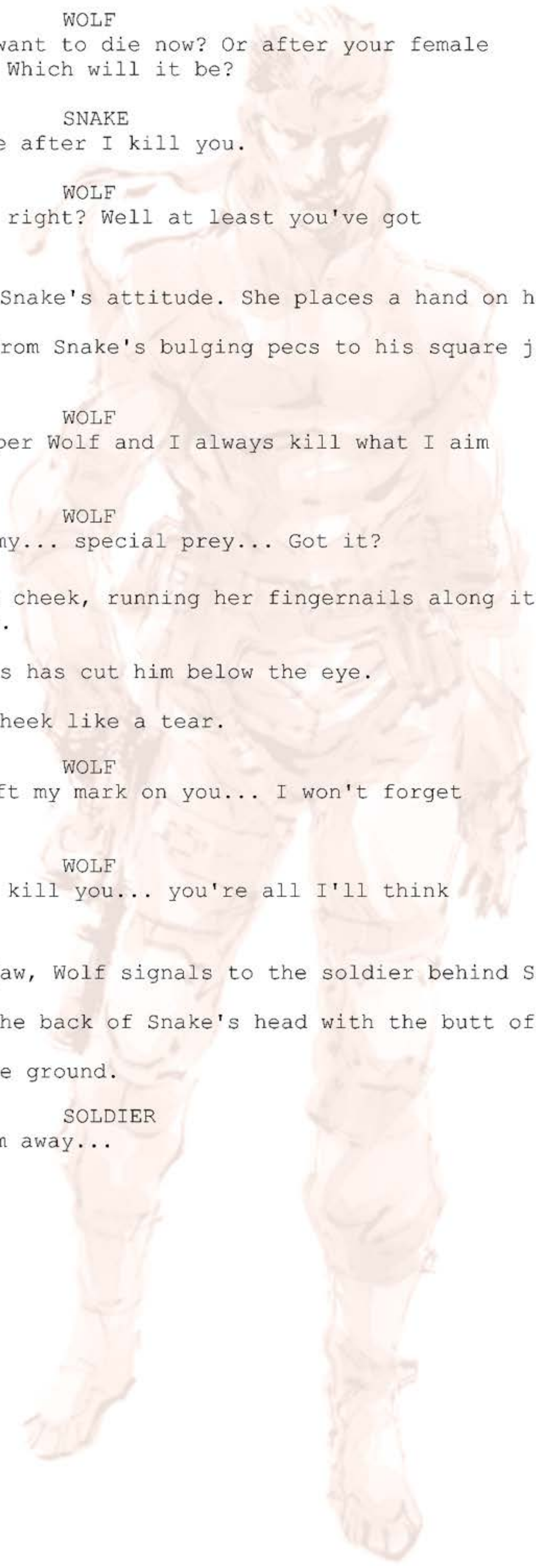
Snake and Wolf stand opposite each other.

WOLF
You were a fool to come back here... stupid man!

SNAKE
A lady sniper, huh?

WOLF
Didn't you know that two thirds of the world's greatest assassins... are women?

Snake glances at the soldiers surrounding him, wondering where this is headed.



WOLF
Do you want to die now? Or after your female friend? Which will it be?

SNAKE
I'll die after I kill you.

WOLF
Is that right? Well at least you've got spirit.

Wolf is intrigued by Snake's attitude. She places a hand on his chest.

Wolf's palm travels from Snake's bulging pecs to his square jaw as she speaks.

WOLF
I'm Sniper Wolf and I always kill what I aim at.

WOLF
You're my... special prey... Got it?

Wolf caresses Snake's cheek, running her fingernails along it. He shakes his head in rejection.

One of her fingernails has cut him below the eye.

Blood runs down his cheek like a tear.

WOLF
I've left my mark on you... I won't forget it.

WOLF
Until I kill you... you're all I'll think about.

With a flick of her jaw, Wolf signals to the soldier behind Snake.

The soldier strikes the back of Snake's head with the butt of his FAMAS.

Snake collapses to the ground.

SOLDIER
Take him away...

Wolf Battle 8

Snake Carried Away Cutscene

Snake's POV. Two soldiers, each with an arm hooked under his armpits, drag Snake away.

The underground entrance to the Communications Tower grows smaller, more distant.

Fade out.

Snake hears voices that sound muffled and far off.

LIQUID
Don't kill him yet... I want him alive.

OCELOT
Leave it to me.

LIQUID
I want no more accidents like that DARPA Chief.

WOLF
Yes. He's my target. Mine alone.

Snake's consciousness recedes once more. Fade out.

Footnotes

[1] See the related Nastasha Codec calls for details (p. 520).

[2] Acronym for the Strategic Defense Initiative, a U.S. proposal to deploy lasers and other weapons in outer space to intercept ballistic missiles. Was also known as the "*Star Wars* program."

[3] A nuclear weapons research and development facility located in Livermore, California.

[4] A World War II effort to develop an atomic bomb, beginning in 1942 by order of President Roosevelt. The first nuclear test was carried out on July 16, 1945. Shortly thereafter, atomic bombs were dropped on Hiroshima and Nagasaki on August 6 and August 9, 1945, respectively.

[5] One of three calibers of ammunition that can be chambered in the Desert Eagle. Boasts roughly three times the power of the .357 Magnum cartridge.

Codec Conversations

•Campbell

Prior to Ninja Battle

After M1 tank battle - basics

CAMPBELL
Snake, you've got to rescue Dr. Emmerich, the Metal Gear engineer.

NAOMI
He's probably being held prisoner in the second floor basement of the Warhead Storage Building.

Nuclear Warhead Storage Building 1F - flooded with gas

CAMPBELL
Snake, it's gas! Hold your breath!

CAMPBELL
Your O2 Gauge should appear underneath your Life Gauge. If you don't breathe, the gauge will decrease. When it reaches zero, your Life Gauge will begin decrease.

CAMPBELL
Try to find a Gas Mask.

*First time only

NAOMI
The gas that's being dispersed is probably an organic phosphorus- based nerve gas. It destroys the nervous system by interfering with the breakdown of acetylcholine, an important neurotransmitter.

NAOMI
And you don't have to breathe it in for it to kill you. It can enter your body through skin contact as well. Victims die within fifteen minutes of the onset of symptoms such as nausea, perspiration, convulsions, headache, or difficulty with breathing.

NAOMI
Your Sneaking Suit will give you some protection. It's made of a material similar to that which the NBC soldiers use. Also, I injected you with nanomachines that contain PAM (protopan chloride), a nerve gas neutralizing agent.

NAOMI
But that will only give you temporary protection. You'd better find a Gas Mask!

Nuclear Warhead Storage Building B2 - before rescuing Otacon

*If player hasn't been contacted by Deepthroat yet

CAMPBELL
You've got to rescue Dr. Emmerich and find out Metal Gear's weak point.

NAOMI
Isn't he being held in the laboratory in the northeast part of the floor you're on?

*If player has been contacted by Deepthroat

CAMPBELL
For the time being, let's trust what Deepthroat told us. Use a Remote Controlled Missile to destroy the switchboard in the northwest section of the Warhead Storage Building's second floor basement.

CAMPBELL
Make sure your Remote Controlled Missile doesn't get shot down by those gun cameras.

Nuclear Warhead Storage Building B2 - after destroying switchboard

CAMPBELL
You did it. You destroyed the switchboard. The electrical current running through the floor should be off now.

CAMPBELL
You've got to rescue Dr. Emmerich and find out Metal Gear's weak point.

Nuclear Warhead Storage Building B2 passageway - after Soldiers' Bodies cutscene

*First time only

SNAKE
What's this pile of corpses...!? It looks like they were all slashed by some kind of sword.

NAOMI
It couldn't be!...

SNAKE
What!?

NAOMI
... Nothing.....

*Second and subsequent times

CAMPBELL
Snake, I'm worried about Emmerich. Hurry up and get to him!

Nuclear Warhead Storage Building B2 passageway - after In Front of Lab Door cutscene

*First time only

SNAKE
The ninja!

NAOMI
Huh?

CAMPBELL
What?

SNAKE
That stealth camouflage, it's him. It must be!

CAMPBELL
Snake! Emmerich's in danger! Hurry and go after him!

*Second and subsequent times

CAMPBELL
Snake! Hurry! Emmerich's in danger!

•Campbell

Prior to Meeting Meryl

Lab - Ninja battle

*First time

CAMPBELL
If you have a question about members of FOX-HOUND, you should ask Naomi.

NAOMI
I'm sorry, but there's no one in FOX-HOUND like that.

NAOMI
There are currently only six members of FOX-HOUND.

NAOMI
Psycho Mantis, Sniper Wolf, Vulcan Raven, Decoy Octopus, Revolver Ocelot...

NAOMI
And finally Liquid Snake.

NAOMI
The Genome Soldiers under his command are Next Generation Special Forces. FOX-HOUND is intended to be a small number of highly elite, hand-picked soldiers.

SNAKE
You're talking about the current FOX-HOUND, right?

NAOMI
Yes...

CAMPBELL
Snake, who or what is that thing? Is he an enemy or not?

SNAKE
That's what I'd like to know. Naomi, you really don't have any idea?

NAOMI
hiding her anger ... Maybe I should ask you the same thing.

SNAKE
What?

NAOMI
Nothing... Forget about it.

*Second and subsequent times - A or B, at random

(A)

CAMPBELL
It looks like your weapons won't work on him. You'll have to think of something else.

(B)

CAMPBELL
He's fast! If you lose sight of him, switch to First Person View Mode and look for him.

*If player has died four or more times

CAMPBELL
Snake, he's obviously trying to provoke you. Throw away your weapon and take him on.

Lab - after end of Otacon Rescue cutscenes

*First time

CAMPBELL
Well it looks like you've rescued Emmerich for the time being.

SNAKE
Yeah. With that stealth camouflage, he should be able to hide safely.

SNAKE
a bit worried Gray Fox... I can't believe it... But the real problem is your niece. The way the Codec got cut off like that has me worried. Something must have happened to her...

NAOMI
surprised You're worried? About Meryl?

SNAKE
is actually worried Not exactly. It's just that she's holding the detonation code override keys. They're our last chance of stopping that nuclear launch.

NAOMI
scathing You're a cold man. Your mission is more important than the life of your companions?

SNAKE

a bit hurt This is war. Survival is the name of the game. Sometimes you have to be cold to survive.

NAOMI

unconvinced Yes, but...

CAMPBELL

Snake, either way I want you to find Meryl as soon as possible.

SNAKE

I understand.

*Second and subsequent times

CAMPBELL

Didn't Meryl say that she's somewhere close by? Why don't you start by searching in that building.

*If player is somewhere other than nuclear warhead storage

CAMPBELL

Meryl said that she's close by. She's probably in the Warhead Storage Building. Why don't you start by looking there.

*If player is on the same floor as Meryl

CAMPBELL

So Meryl's disguised as an enemy soldier, huh? Well even so, you should be able to spot her if you look close enough.

CAMPBELL

Use either First Person View or Corner View Mode to get a really close look.

*If player has a cardboard box

CAMPBELL

You might also try to sneak in by covering yourself with that cardboard box.

Nuclear Warhead Storage Building B1 - ladies' bathroom

*First time only

SNAKE
Colonel, I saw your niece, but...

CAMPBELL
happy Really? Where?

SNAKE
She went in the ladies' bathroom.

SNAKE
That's strange. I saw her go in, but now she's nowhere to be found.

*Second and subsequent times

CAMPBELL
You'll just have to look in the stalls, I guess.

SNAKE
I guess you're right. I'll take 'em in order.

*If player left before finding Meryl

CAMPBELL
You didn't find Meryl? Why don't you take another look around?

•Campbell

Prior to Mantis Battle

Nuclear Warhead Storage Building B1 - after linking up with Meryl

*First time only

SNAKE
Colonel, your niece is fine.

CAMPBELL
Thank goodness!

SNAKE
We can't relax... Not yet.

CAMPBELL
I know. Snake...

SNAKE
She is quite a woman.

CAMPBELL
As commander of this operation, I can't ask you to watch after Meryl, but...

SNAKE
Duty first?

CAMPBELL
Maybe I was wrong...sending my own flesh and blood to war.

SNAKE
She understands about duty.

CAMPBELL
I know she does...

SNAKE
But what I want to know is what was the real purpose of this military exercise?

CAMPBELL
I don't know. Like I said, I'm nothing more than a middleman.

SNAKE
Is this transmission being monitored by the military?

CAMPBELL
Of course.

SNAKE
I get it. All the world's a stage and we're merely players, right?

CAMPBELL
Yes, but even players can influence the play.

SNAKE
I just hope we can prevent it from having a bad ending.

*Second and subsequent times

CAMPBELL
Snake, go with Meryl to the underground base where they're keeping Metal Gear.

Nuclear Warhead Storage Building commander's room - after Meryl's change in behavior

*First time only

SNAKE
Colonel, Meryl's acting kind of strange.

CAMPBELL
Maybe she's just feeling a little tired from all the stress.

NAOMI
Snake, do you hear something that sounds like a song?

SNAKE
Yeah, I do. I started hearing it a little way back. What could it be?

*Second and subsequent times

CAMPBELL
Hurry ahead, Snake. The underground base is to the north, isn't it?

•Campbell

Prior to Wolf Battle (1st)

Mantis battle - puppet Meryl (1) (incoming call)

CAMPBELL
Snake, Meryl's not herself. Don't use your weapon.

NAOMI
It's Psycho Mantis. He's controlling Meryl. That tune is his mind control music.

CAMPBELL
Don't use your weapon. Try to knock her out.

Mantis battle - puppet Meryl (2)

*First time

SNAKE
is frustrated I can't see Mantis!

NAOMI
Snake, he has mind powers, but he's not a magician.

SNAKE
realizes I get it. Stealth camouflage maybe?

CAMPBELL
Meryl is being controlled by him.

CAMPBELL
Don't use your weapon. Try to knock her out.

*Second time

SNAKE
My First Person View Mode isn't working right.

NAOMI
You're seeing what he's seeing. It's a result of his telepathic powers. Maybe you can use that to find him!

*Third and subsequent times

CAMPBELL
Don't use your weapon. Try to knock her out.

Mantis battle

*First time only

NAOMI
That's Psycho Mantis... Former KGB psychic. He has powerful telepathic abilities.

NAOMI
After the collapse of the Soviet Union, he came to America looking for a job. He worked with the FBI on several cases as a psychic profiler.

NAOMI
Five years ago he was working on the case of a multiple serial murderer... and he got too far into the killer's mind. As a result, he became just like the killer.

CAMPBELL
So he was sort of infected by this serial murderer's thoughts...?

NAOMI
In any case, after that he became a sort of psychic spy working for the highest bidder. He travelled all around the world. That's when he was recruited by FOX-HOUND.

NAOMI
He can read people's minds. He knows every move that you're going to make.

SNAKE
What should I do? I've got no chance of beating him.

CAMPBELL
There must be some way.

NAOMI
He's a master at controlling people. Snake! Don't let him manipulate you!

*Second time

NAOMI
Not everything you see with your two eyes is real. Destroying his spirit is more important than destroying his body.

CAMPBELL
Don't let him read you. Be a blank slate! Okay? Clear your mind.

*Third time

CAMPBELL
He read your mind with his psychic abilities. Somehow you've got to get around him!

*Fourth time

CAMPBELL
He's using his psychic ability to read your Controller's moves. That's how he's evading your attack. You've got to do something so he can't read your Controller's moves. Think! There must be some way!

*Fifth time

CAMPBELL
I've got it. Use the Controller port!!

CAMPBELL
Plug your Controller into Controller port 2. If you do that he won't be able to read your mind!

*If player's controller port 2 is possibly not working

*First time only

CAMPBELL
Snake, is there some reason you can't use Controller port 2?

CAMPBELL
Oh well, it's okay. Do you see something that looks like a statue on both sides of the room?

SNAKE
Yeah. You mean those things with their faces all wrapped up in leather bands?

CAMPBELL
Yes. Attack those statues to uncover their faces.

SNAKE
Why?

NAOMI
Those statues were modeled after Mantis' real face.

NAOMI
Mantis despises the sight of his own face. If he suddenly sees his own disfigured face staring at him, it might break his concentration.

*Second and subsequent times

CAMPBELL
Snake, if you destroy the faces of those statues, you should be able to disturb Mantis' psychic powers.

After Mantis dies

*First time only

CAMPBELL
It looks like Meryl's okay. Thanks, Snake.

NAOMI
....

*Second and subsequent times

CAMPBELL
Snake, there's no time left. You've got to hurry up and get to the underground base. You should be able to go north from the Commander's Room.

Cave - after obtaining Diazepam

*If player calls with Diazepam equipped

NAOMI
The tranquilizer that Wolf is using is diazepam.

SNAKE
Diazepam?

NAOMI
It's a benzodiazepam based anti-anxiety drug. It has a strong effect on the central nervous system and it's often used as a psychotropic drug.

SNAKE
So how does it stop your hands from trembling?

NAOMI
Anti-anxiety drugs are also effective as muscle relaxants. They're widely used to treat psychosomatic disorders such as autonomic ataxia or as pre-anesthetics to relax patients before an operation.

SNAKE
I see.

NAOMI
But be careful. If diazepam is used in large doses over a long period of time, it becomes addictive like alcohol. An adult should take no more than one to four doses per day, with each dose being .25 to .5 milligrams each.

SNAKE
impressed Jeez, you sound like a doctor.

NAOMI
I am a scientist.

Cave - watch out in the dark

CAMPBELL
Be careful. Wolves have the advantage in the dark. Not only can they see better, but they have a keen sense of smell as well. You'd better use your Night-Vision Goggles.

*If player doesn't have the Night-Vision Goggles

CAMPBELL
Ask Dr. Emmerich where the Night-Vision Goggles are.

•Campbell

Prior to Torture Event

Wolf battle - if the player attacked Meryl while she's lying on the ground

CAMPBELL
enraged Snake!! What the hell!! Are you trying to kill Meryl!!?

NAOMI
reproachfully Have you gone insane!?

CAMPBELL
enraged Stop it! You'll kill her!

NAOMI
Snake, stop!!

NAOMI
You're terrible, Snake!!

*If player attacks Meryl repeatedly

CAMPBELL
enraged No!! I can't believe it!! Snake has gone insane!

NAOMI
with contempt Snake, you're a poor excuse for a man...!

Tank Hangar cargo door - infrared sensors

CAMPBELL
Hmm. It looks like the infrared sensors that were set up here have been switched off.

Underground passageway - start of Wolf battle

*First time only

NAOMI
Sniper Wolf is FOX-HOUND's best sharpshooter.

NAOMI
Everyone knows that women have more patience than men, but Sniper Wolf can go for a whole week with no sleep, no food... Her sights never straying from her target.

NAOMI
And on top of that, she takes diazepam, so that her hands never tremble.

*Incoming call if the player doesn't leave in order to get the PSG-1

CAMPBELL
Snake, Meryl's in danger! Find a sniper rifle so you can shoot back at Wolf! It's the only way to save Meryl!

*Second time only

CAMPBELL
Stay out of her range and shoot at her with a sniper rifle.

SNAKE
Yeah, but where can I find a sniper rifle? I can't ask Meryl.

NAOMI
What about Dr. Emmerich? He's been on the base for a while. He might know...

*Third and subsequent times

*Before asking Otacon about where to find a sniper rifle

CAMPBELL
Stay out of her range and shoot at her with a sniper rifle.

CAMPBELL
Ask Dr. Emmerich where there might be a sniper rifle.

*After asking Otacon about where to find a sniper rifle

CAMPBELL
is worried sick about Meryl Didn't you just hear that there's a sniper rifle in the second floor basement of the Tank Hangar!? Go get it and save Meryl!

Right after obtaining PSG-1 (incoming call)

CAMPBELL
You got a PSG-1? You can use that against Sniper Wolf. Hurry up and save Meryl!

After obtaining PSG-1

CAMPBELL
Stay out of her range and shoot at her with a sniper rifle.

Underground passageway - before Snake Captured cutscene

*First time only

CAMPBELL
Good job with Wolf. Is Meryl okay?

SNAKE
I don't know. I don't see her around.

NAOMI
You don't think she's been captured do you!?

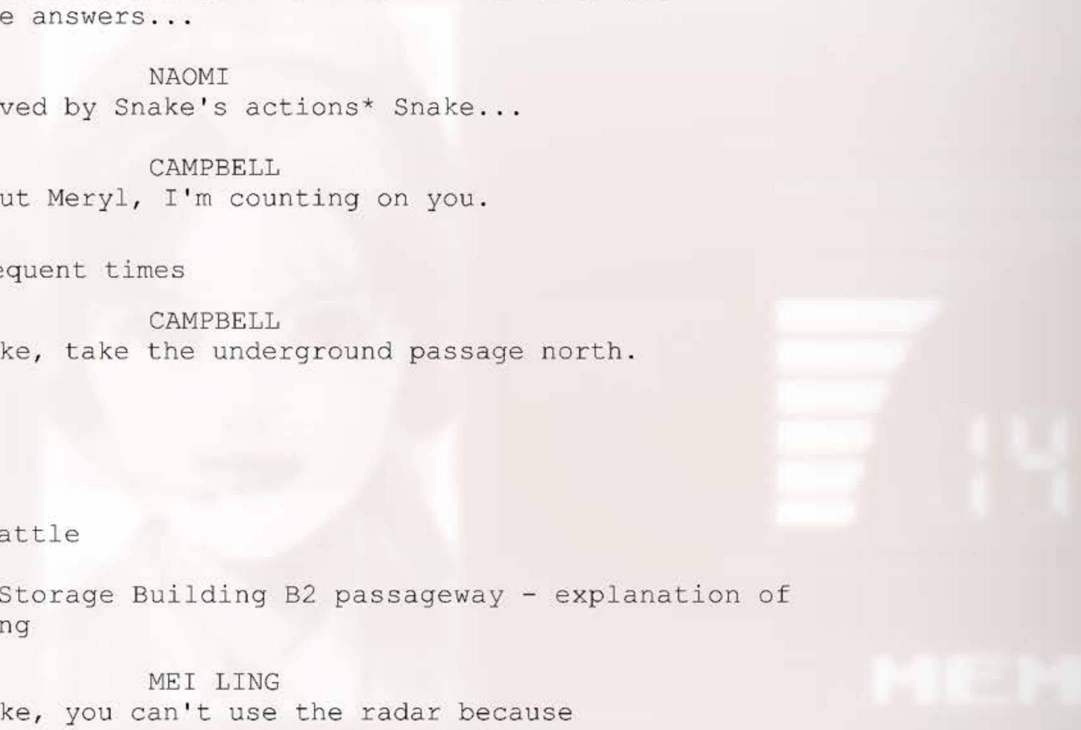
SNAKE
impatient with worry Could be. Let's ask Wolf. If she's still alive, I'm going to get some answers...

NAOMI
moved by Snake's actions Snake...

CAMPBELL
About Meryl, I'm counting on you.

*Second and subsequent times

CAMPBELL
Snake, take the underground passage north.



•Mei Ling

Prior to Ninja Battle

Nuclear Warhead Storage Building B2 passageway - explanation of electronic jamming

MEI LING
Snake, you can't use the radar because something's jamming it.

MEI LING
worried And whatever's doing it is very close to you. Be careful!

•Mei Ling

Prior to Meeting Meryl

Ninja battle - explanation of electronic jamming

MEI LING

Snake, you can't use your radar. It's confused by all of the radio interference. That ninja is giving off some kind of electrical energy!

After rescuing Otacon

MEI LING

Snake, there's an old Chinese saying, "A scholar who cherishes the love of comfort is not fit to be deemed a scholar."

MEI LING

Einstein said it another way. He said that only a life lived for others is worth living.

MEI LING

That's why I entered MIT instead of Princeton or Vassar like my friends. I wanted to do applied physics, not just theoretical stuff. I wanted to make things for people.

MEI LING

The Soliton Radar System or the Codec System...I just wanted to make something that would be useful for people. I think that it was the same for Dr. Emmerich too.

MEI LING

sadly But he was used like a tool... used to make a horrible killing machine. Maybe it would be better if engineers like us just stopped making things... I don't know.

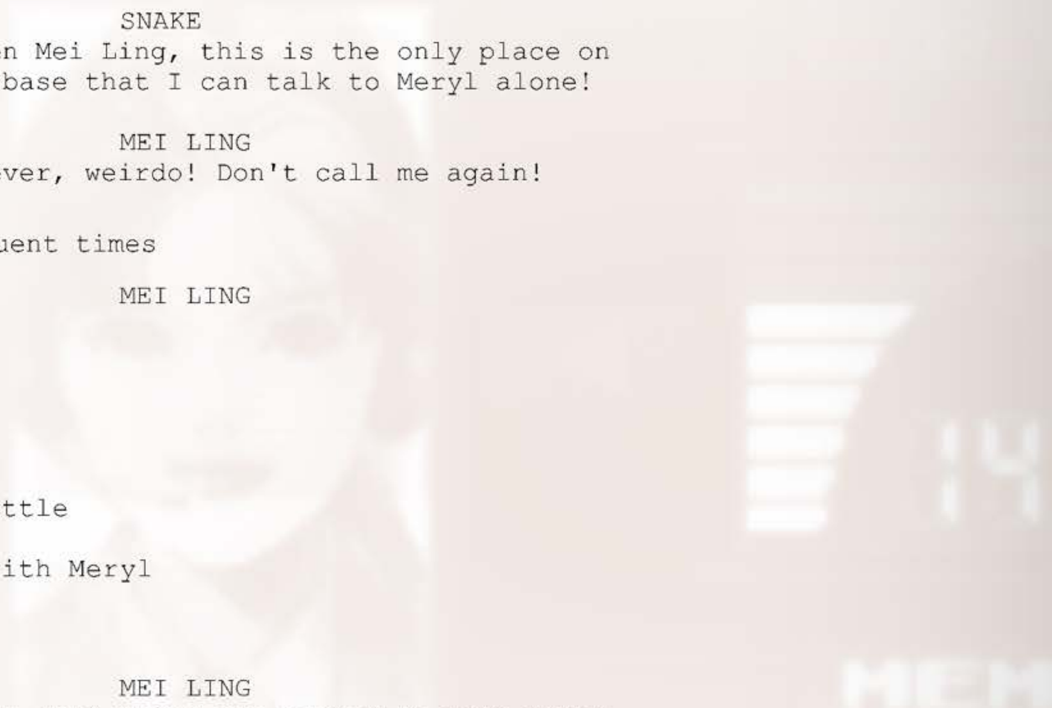
Nuclear Warhead Storage Building B1 - inside ladies' bathroom

*First time only

MEI LING
reproachfully Snake! That's a ladies bathroom!

SNAKE
I know that. I saw Meryl come in here.

MEI LING
angrily So you went in after her!? Are you some kind of pervert!? I won't let you save your mission now!



SNAKE
Listen Mei Ling, this is the only place on this base that I can talk to Meryl alone!

MEI LING
Whatever, weirdo! Don't call me again!

*Second and subsequent times

MEI LING
...

•Mei Ling

Prior to Mantis Battle

After linking up with Meryl

*First time only

MEI LING
It's a good thing you hooked up with Meryl...

MEI LING
You should have seen the Colonel. He doesn't like to let it show 'cause he's the boss, but he was so happy he could barely contain himself.

SNAKE
happy I'm glad to hear that.

•Mei Ling

Prior to Wolf Battle

Cave - before Meryl is shot

*First time only

MEI LING
Snake, your Soliton radar...

SNAKE
I know. I can't use it in a narrow space like this, right?

MEI LING
Right. I'm sorry.

SNAKE
No reason to apologize. Even the greatest masterpiece has its flaws.

After Meryl is shot

*First time only

MEI LING
reproachfully She'll die if you leave her like that! Aren't you going to save her!?

SNAKE
gritting his teeth She's just bait... It's me they want. If I step out there, I'm going to get picked off and who's going to save Meryl then!?

SNAKE
I'm hoping that as long as I don't fall for it, they'll leave Meryl alive.

MEI LING
So you're just going to leave Meryl there? She's hurt!

SNAKE
I know what I'm doing. Meryl understands too.

MEI LING
That's horrible...

SNAKE
You're right. It is horrible. But that's war. And the first rule of war is to stay alive.

Bad feeling after Wolf battle?

*Mei Ling calls if the player's last save was before obtaining the PSG-1 and fighting Wolf. Otherwise, the following takes place only if the player calls.

MEI LING
Snake, wouldn't now be a good time to save your mission?

*If it's been quite a while since the player's last save

MEI LING
You haven't saved your mission in a long time anyway, right?

*First time only

SNAKE
What's going on?

MEI LING
I'm not sure... I'm getting a bad feeling.

SNAKE
Bad feeling?

MEI LING
Like... a premonition or something.

MEI LING
Come back alive, Snake...

•Nastasha

Prior to Ninja Battle

Nuclear Warhead Storage Building 1F - flooded with gas

NASTASHA

The area is filled with gas. Probably an organophosphate nerve agent like Soman or something similar.

NASTASHA

Well, your Sneaking Suit gives you some protection. Also, your nanomachines contain anti-BC neutralizing agents, so... you should be okay for a short time. But what you really need is a Gas Mask.

*First time only

NASTASHA

An organophosphate nerve agent is a gas which invades an animal's nerves. It was first used as a weapon in World War II, and the casualties resulting from it were tremendous.

NASTASHA

In its pure form, it is a colorless, odorless gas. That gas was probably colored yellow to make it easier to detect in the case of a leak.

•Nastasha

Prior to Meeting Meryl

Nuclear Warhead Storage Building B2 lab - Ninja battle

NASTASHA

Look at him move!... He must have some kind of powered exoskeleton.

*First time only

SNAKE

Powered exoskeleton? You mean like prosthetic arms and legs?

NASTASHA

No. Prosthetics are intended to replace original body parts. That ninja's exoskeleton makes him far stronger than any normal human. He is a true cyborg... A cybernetic organism.

SNAKE

So he's half machine, huh...?

NASTASHA

I heard rumors about the experiments, but I had no idea that such a creature really existed...

Before meeting Meryl - inside ladies' bathroom

*First time only

NASTASHA

reproachfully Snake, that is a woman's bathroom. You should not be in there!

*Second and subsequent times

SNAKE

But I saw Meryl go in here.

NASTASHA

Even so, Snake!

SNAKE

This is our only chance to talk alone together. I was sure she was in here...

•Nastasha

Prior to Mantis Battle

After saving Meryl

*First time only

NASTASHA
relieved You found Meryl. Harasho!

Meryl's acting weird

*First time only

SNAKE
Meryl is acting kind of strange...

NASTASHA
It could be the stress of battle... I have a friend who had "Chechen Syndrome." He became depressed six months after returning from Chechnya and took his own life.

NASTASHA
He was forced to fight people who spoke his own language... people with his own culture. He couldn't live with the guilt of it...

SNAKE
It sounds like PTSD, post-traumatic stress disorder. A lot of veterans returning from Vietnam suffered from that... In fact, many still do.

NASTASHA
Yes, it is also similar to the Afghan Syndrome. In Meryl's case, it is probably a much more short-term condition...

*Second and subsequent times

NASTASHA
Try to cheer her up. She'll come out of it.

•Nastasha

Prior to Wolf Battle (1st)

Mantis battle - puppet Meryl

NASTASHA

Meryl is definitely not herself. Could she be drugged?

Mantis battle

*First time only

NASTASHA

A psychic soldier... yes. Although they will not admit it, many countries have paranormal programs and use psychics in their special ops.

NASTASHA

Psychics range in power from those who can bend spoons to those who can cause natural disasters.

*Second and subsequent times

NASTASHA

But Psycho Mantis is one of the most powerful. Be careful.

Underground passageway - after Meryl is shot

NASTASHA

urgently Snake, you cannot win without a sniper rifle... You cannot save the girl either. Find a sniper rifle. It is the only way to save Meryl.

•Master

Prior to Ninja Battle

Nuclear Warhead Storage Building 1F - flooded with gas

MASTER

Snake, that's probably some type of nerve gas. It's extremely lethal. Use a gas mask.

•Master

Prior to Meeting Meryl

Nuclear Warhead Storage Building B2 lab - Ninja battle

MASTER

He's just playing with you. Why don't you try throwing away your weapons?

After the player goes into the bathroom after Meryl

MASTER

Meryl must be hiding somewhere in there. Search around.

•Master

Prior to Mantis Battle

After linking up with Meryl

*First time only

MASTER

You managed to link up with Meryl. Good... so now you must have the card keys that will override the detonation code. You should hurry, the time limit is running out.

•Master

Prior to Wolf Battle (1st)

Mantis battle - puppet Meryl

*A or B, at random

(A)

MASTER

Meryl's just being controlled. You're an expert at unarmed CQB (Close Quarters Battle), right? Stop her without using your gun, that's all.

(B)

MASTER

Meryl must have somehow been brainwashed. There should be some way to help her.

Mantis battle

MASTER

It's true... your enemy is a powerful telepath. But you've got more battle experience. You can do it, Snake!

After Mantis dies

*First time only

MASTER

Psycho Mantis... what a pathetic man. He was born with all the right tools, but he never knew how to use them...

Cave - wolf dogs

MASTER

Those are wolf dogs in there. Just like their name, they're a cross between huskies and Alaskan wolves. They were bred to be used as sled dogs.

*First time only

SNAKE
They were trying to create an animal that would combine the gentleness of a dog with the endurance and ferocity of a wolf. But they didn't get the stamina and power they were hoping for.

SNAKE
On top of that, their personalities wound up closer to wolves. Most of them won't even let you get close. That's why they never caught on.

MASTER
relieved Oh that's right. You're a musher.

SNAKE
Yeah. And after they outlawed the use of hybrids in dog sled races in 2002, no one even wanted to breed them anymore.

SNAKE
I heard that most of them were put to sleep after that...

MASTER
Yes, but some of the wolf dog pups that were thrown away went wild. I've heard that wild wolf dogs hunt in packs just like wolves. Better be careful.

•Master

Prior to Torture Event

After Wolf battle (1st)

MASTER
You're as good as ever, Snake. Not only are you an expert at infiltration, but you're a skilled marksman too. But never relax until you confirm a kill with your own two eyes.

•Meryl

Prior to Ninja Battle

After M1 tank battle

*First time only, before entering nuclear warhead storage building gas room

MERYL
impressed You're incredible, Snake! You singlehandedly beat an M1 tank.

SNAKE
No big deal. But I'll bet that VR simulator you trained on didn't have any scenarios that put you one on one against a tank, did it?

MERYL
No. But there was no scenario where I had to work alone with a special forces soldier against a group of terrorists either.

SNAKE
In real life, things never go the way you expect them to... especially on a battlefield.

MERYL
I'm already holed up in the Warhead Storage Building. It looks like Dr. Emmerich is still fine, but I'm not sure for how much longer...

MERYL
somehat discouraged Hurry up this way, okay?

*Second and subsequent times

MERYL
He should be in the research lab in the second floor basement of the Nuclear Warhead Storage Building to the north.

Nuclear Warhead Storage Building 1F - basics

MERYL
Dr. Emmerich should be in the laboratory area in the second floor basement.

MERYL
Heavy arms fire in that area is strictly prohibited. An explosion could cause nuclear material to leak from one or more of the warheads... and that would be a very serious problem. Please be careful.

*First time only

SNAKE
It looks like they're equipped with gas masks.

MERYL
That's because they are not supposed to use heavy arms.

SNAKE
Ah. You mean they use chemical weapons, instead.

Nuclear Warhead Storage Building - flooded with gas

MERYL
If you use a gas mask, you should be able to survive that gas for a long time.

*If player doesn't have the Gas Mask

SNAKE
Where is the gas mask?

MERYL
On the second floor basement of that building. So you'll have to go through there without one.

Nuclear Warhead Storage Building - noisy floor

MERYL
Snake, if you walk on that floor normally, it'll make a lot of noise and the enemy will hear you. Try crawling.

Nuclear Warhead Storage Building B2 - in front of air cleaner

SNAKE
Meryl, what are these holes in the walls for?

MERYL
That's an air cleaner for blowing tiny particles of dust off people's bodies before they enter the lab.

Nuclear Warhead Storage Building B2 - after getting off elevator

MERYL
Dr. Emmerich is probably being held in his lab in the northeast part of that floor. They've flooded the area with gas to prevent him from escaping.

MERYL
But there should be a gas mask on that floor too. If you use it, you'll be able to make it through easily.

Nuclear Warhead Storage Building B2 - after Deepthroat's hint

*First time only

MERYL
Deepthroat? No, I don't know anyone who calls himself that.

SNAKE
I see...

MERYL
I wonder why he's trying to help you.

SNAKE
I have no idea.

MERYL
puzzled A trap?

SNAKE
Could be. But for the time being, I'll have to trust him...

*If player doesn't have the Remote-Controlled Missile

SNAKE
Where are the remote controlled missiles?

*Also used for second and subsequent times

MERYL
I think the remote controlled missiles are on the first floor basement of the Warhead Storage Building.

Nuclear Warhead Storage Building B2 passageway - before Soldiers' Bodies cutscene

MERYL
Snake, Dr. Emmerich is being held just north of there.

Nuclear Warhead Storage Building B2 passageway - after Soldiers' Bodies cutscene

SNAKE
Meryl, this pile of corpses... is this your handiwork?

MERYL
No way!

*First time only

SNAKE
I didn't think so.

MERYL
Who could have done that?

SNAKE
You got me. But he must be somewhere up ahead.

MERYL
Then I guess you'll just have to go and find out.

Nuclear Warhead Storage Building B2 passageway - after In Front of Lab Door cutscene

MERYL
Hurry! Dr. Emmerich is in danger!

•Meryl

Prior to Meeting Meryl

If the player tries to leave the lab during the Ninja battle

MERYL
Ninja? I've never heard of any member of FOX-HOUND like that.... but you're going to have to do something about him if you want to save Dr. Emmerich.

•Otacon

Prior to Meeting Meryl

Nuclear Warhead Storage Building - before meeting Meryl

*First time only

OTACON
You still haven't found Meryl?

*If player is in the same building but on a different floor

OTACON
Snake, the Warhead Storage Building that you're in has one floor above ground and two floors below ground. Why don't you search there too?

*If player isn't in the building

OTACON
She said she was nearby, so she may be somewhere in the Warhead Storage Building.

*If player is on the same floor - A or B, at random

(A)

OTACON
She's dressed like one of the terrorists. But that's just on the outside, the inside hasn't changed. Watch for the way she walks...

(B)
*First time only

OTACON
Snake, she's dressed up like one of the terrorists. She won't be able to reveal herself if other soldiers are around. You'll have to find somewhere you can be alone with her.

*Second and subsequent times

OTACON
Even dressed like that, she's all woman. You see? Isn't there somewhere only a woman can go?

Nuclear Warhead Storage Building B1 - ladies' bathroom

*First time only

OTACON
Did you find Meryl?

SNAKE
Sort of. I'm positive I saw her come into this bathroom, but...

OTACON
There's only one exit, right?

SNAKE
Yeah.

OTACON
Well then she must still be in there.

*Second and subsequent times

OTACON
Is there any place she might be hiding in there?

*If player left before finding Meryl

OTACON
Snake, haven't you found Meryl yet?

•Otacon

Prior to Mantis Battle

After linking up with Meryl

*First time only

OTACON
relieved Thank God Meryl's okay. She's a tough one all right. Although when you look at her, it's hard to imagine how tough.

SNAKE
It must be the walk.

OTACON
Ha ha ha. Anyway, I'm glad she's okay.

SNAKE
I also got a key from her. I think I can use it to stop them from launching a nuke.

*Second and subsequent times

OTACON
Get to Metal Gear's underground maintenance base. That's where the detonation code input system is.

•Otacon

Prior to Wolf Battle (1st)

Mantis battle - puppet Meryl

*First time only

OTACON
Someone else must be controlling Meryl. Do something, Snake...save her.

SNAKE
impatiently What am I supposed to do? I don't even know where he is.

OTACON
He's probably somewhere close by. He's just invisible.

SNAKE
How?

OTACON
Stealth camouflage. A technology I developed...

OTACON
Stealth camouflage works by bending the light around the user in such a way that they're rendered nearly invisible. But if you had Thermal Goggles, you'd be able to see him.

OTACON
Anyway, you can't see him with your naked eyes, but there must be some way to make him show up.

*Second and subsequent times

OTACON
Snake, someone is just controlling Meryl's mind. You should be able to save her.

After Mantis battle

*First time only

OTACON

pitying A psychic soldier... what a waste. I guess fighting was all he ever knew...

SNAKE

Are you feeling sorry for him?

OTACON

Mantis had incredible power... fantastic power. Maybe that power could have been used to make people happy... It's a sad thing when you see all that power being used just for war.

SNAKE

...

*Second and subsequent times

OTACON

Snake, Metal Gear is in an underground base to the north. Hurry!

Cave - watch out in the dark

OTACON

Snake, Metal Gear is in an underground base to the north. Hurry!

OTACON

You should use your Night-Vision Goggles in dark places.

*If player doesn't have the Night-Vision Goggles

OTACON

If you want Night-Vision Goggles, there's a pair in the lab at the Warhead Storage Building.

Cave - basics

*First time only

OTACON
Snake, don't kill the dogs... Please?

SNAKE
What are you talking about. If I don't kill them, they'll kill me.

OTACON
But those dogs are just innocent animals.

SNAKE
If they were guilty, it'd be okay?

OTACON
... But you... you keep dogs, don't you?

SNAKE
So what!? This is war. My private hobbies have got nothing to do with it.

OTACON
...

*Second and subsequent times

OTACON
Snake, those dogs...

SNAKE
Gimme a break...

Underground passageway - after Meryl is shot

*First time only

SNAKE
Otacon, have you ever seen a sniper rifle anywhere on this base?

OTACON
A sniper rifle?

SNAKE
Meryl's been shot... by an extremely good sniper.

OTACON
Sniper...

SNAKE
A high quality sniper rifle is the only way I can fight back.

OTACON
reluctantly I... I saw a PSG-1 in the armory in the second floor basement of the Tank Hangar.

SNAKE
The second floor basement of the Tank Hangar? I have to go all the way back there?

OTACON
Well... yeah...

SNAKE
What's wrong with you, Otacon?

OTACON
Oh... nothing.

*Second and subsequent times

SNAKE
Otacon, where is there a sniper rifle?

OTACON
reluctantly There's a PSG-1 in the armory in the second floor basement of the Tank Hangar....

•Otacon

Prior to Torture Event

Sniper Wolf battle

OTACON
...

SNAKE
What is it?

OTACON
Wolf... I... just....forget it.

After defeating Wolf but before getting captured

OTACON
...

1.12

SECTION 3

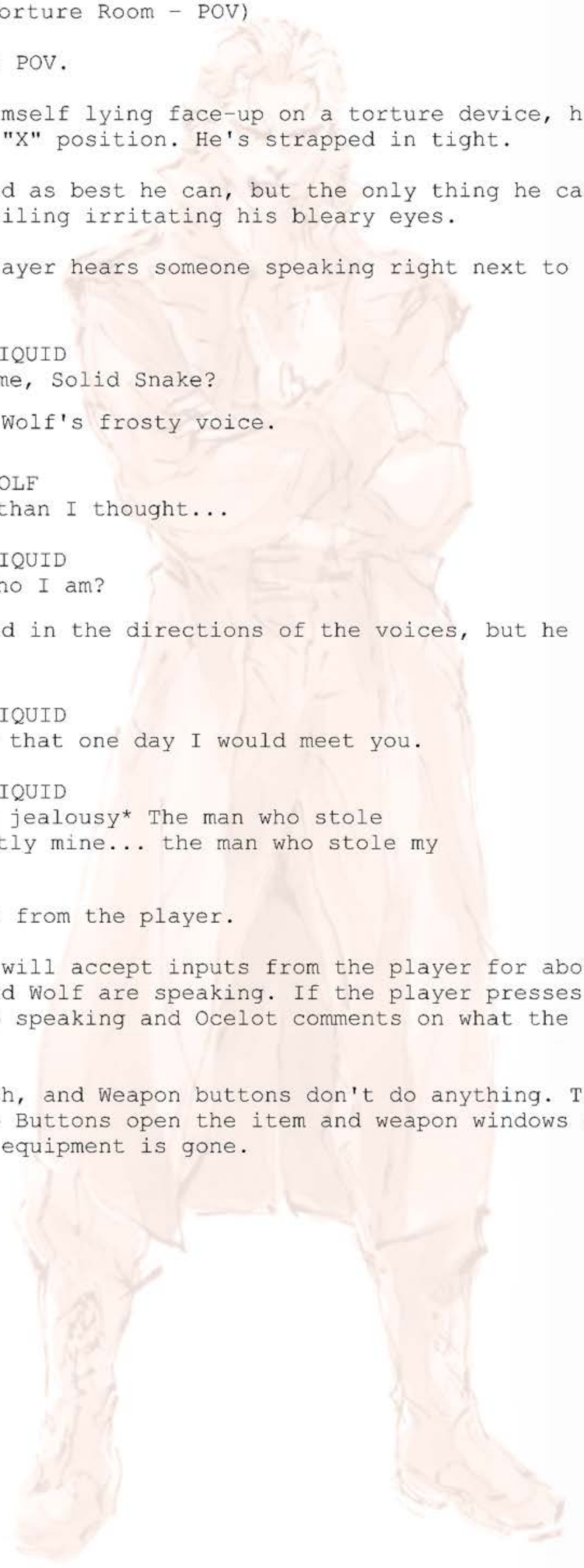
Torture Event

– Wolf Battle (2nd)

拷問イベント～ウルフ戦（２ｎｄ）

Torture 1

Snake Wakes Up Cutscene (Torture Room - POV)



Fade in from black. Snake's POV.

Snake wakes up. He finds himself lying face-up on a torture device, his arms and legs spread in an "X" position. He's strapped in tight.

Snake tries to move his head as best he can, but the only thing he can see is the lights on the ceiling irritating his bleary eyes.

After a few moments, the player hears someone speaking right next to them, just off-screen.

LIQUID
Can you hear me, Solid Snake?

This is followed by Sniper Wolf's frosty voice.

WOLF
He's tougher than I thought...

LIQUID
Do you know who I am?

Snake tries to turn his head in the directions of the voices, but he can't see who's speaking.

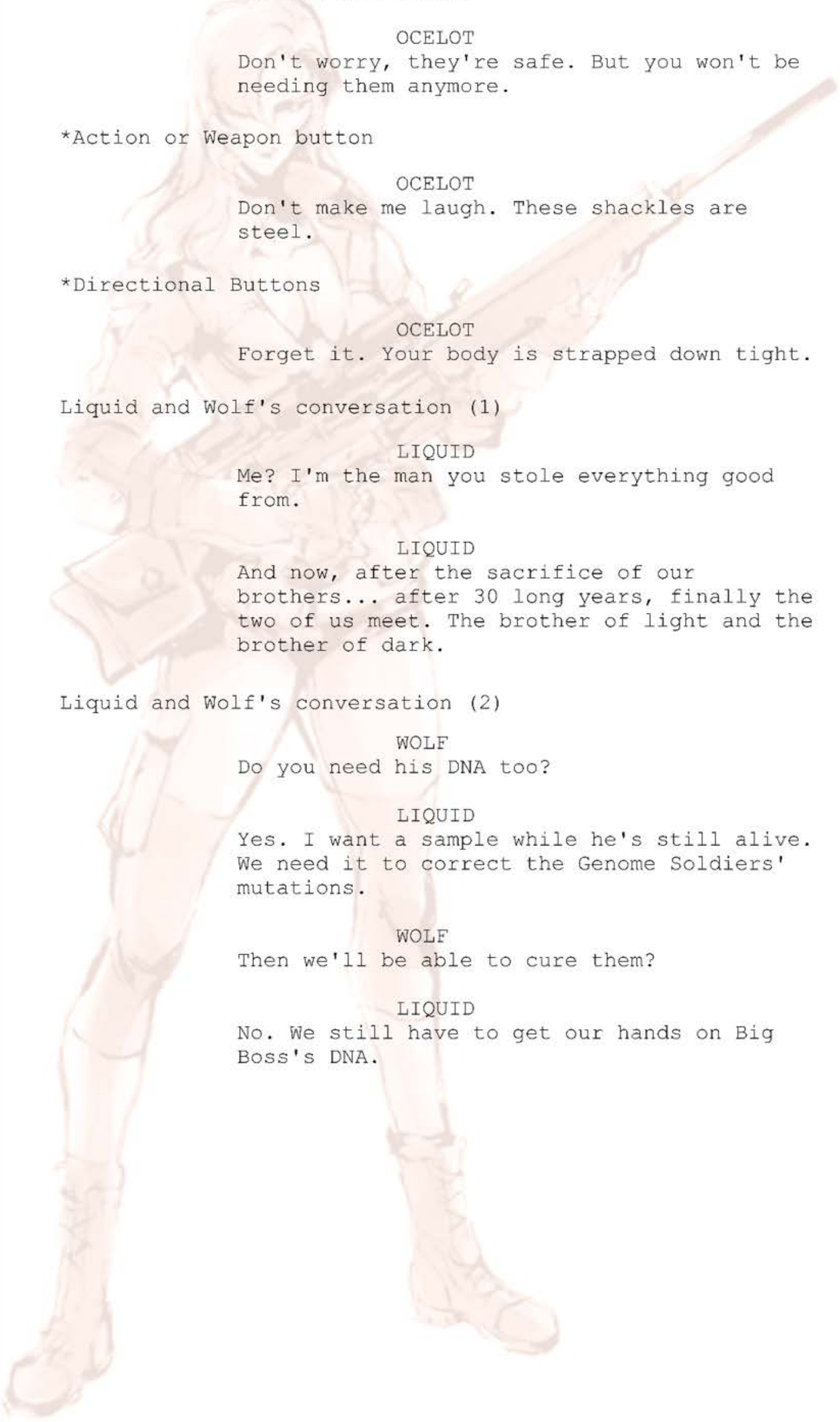
LIQUID
I always knew that one day I would meet you.

LIQUID
with intense jealousy The man who stole what was rightly mine... the man who stole my birthright.

The game now accepts inputs from the player.

In this cutscene, the game will accept inputs from the player for about 20 seconds, while Liquid and Wolf are speaking. If the player presses an input, the two of them stop speaking and Ocelot comments on what the player is trying to do.

The First Person Mode, Punch, and Weapon buttons don't do anything. The Item Equip and Weapon Equip Buttons open the item and weapon windows as before, but all of Snake's equipment is gone.



*Item Equip or Weapon Equip Button

OCELOT
It's no use. We've taken away all your weapons and items.

OCELOT
Don't worry, they're safe. But you won't be needing them anymore.

*Action or Weapon button

OCELOT
Don't make me laugh. These shackles are steel.

*Directional Buttons

OCELOT
Forget it. Your body is strapped down tight.

Liquid and Wolf's conversation (1)

LIQUID
Me? I'm the man you stole everything good from.

LIQUID
And now, after the sacrifice of our brothers... after 30 long years, finally the two of us meet. The brother of light and the brother of dark.

Liquid and Wolf's conversation (2)

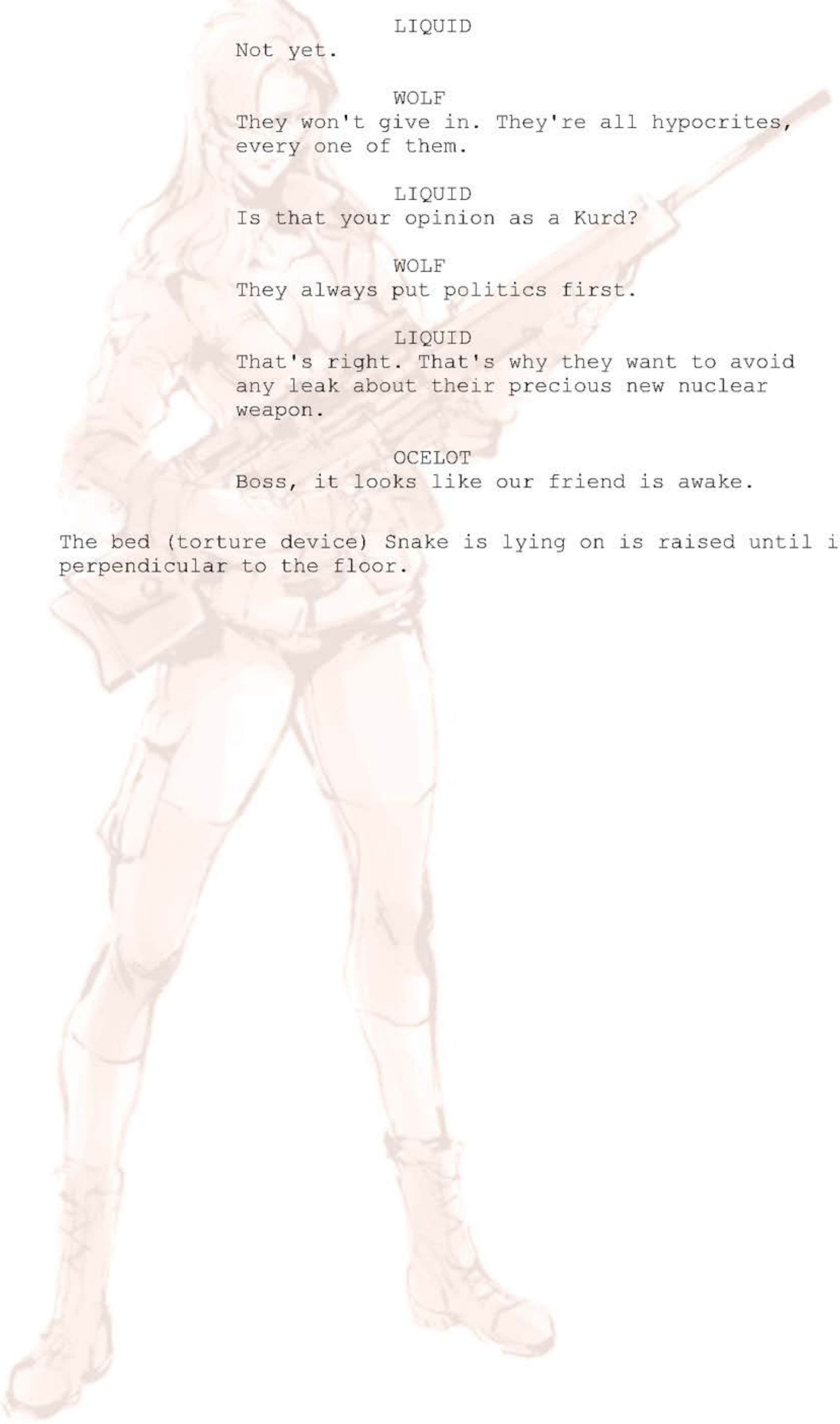
WOLF
Do you need his DNA too?

LIQUID
Yes. I want a sample while he's still alive. We need it to correct the Genome Soldiers' mutations.

WOLF
Then we'll be able to cure them?

LIQUID
No. We still have to get our hands on Big Boss's DNA.

Liquid and Wolf's conversation (3)



WOLF
Have they given in to our demands yet?

LIQUID
Not yet.

WOLF
They won't give in. They're all hypocrites, every one of them.

LIQUID
Is that your opinion as a Kurd?

WOLF
They always put politics first.

LIQUID
That's right. That's why they want to avoid any leak about their precious new nuclear weapon.

OCELOT
Boss, it looks like our friend is awake.

The bed (torture device) Snake is lying on is raised until it's perpendicular to the floor.

Torture 2

Pre-Torture Cutscene (Torture Room)

Snake was facing the ceiling before, but now that the torture bed has been raised, he gets his first good look at the room he's in.

It's divided off by glass and contains a host of cutting-edge medical equipment.

On the other side of the glass is what appears to be a cell with iron bars.

On the floor, a twisting mess of cables resembling arteries feeds into the torture machine (bed).

Walls and desks display photos of cross-sections of human anatomy.

To Snake's right, Revolver Ocelot is pressing buttons on the control panel for the torture bed. He's no longer wearing his coat. He has on a starched white shirt, on top of which is a black vest, almost like he's in a state of mourning.

Ocelot wears a gun belt diagonally across his chest, and a Single Action Army is holstered on his hip. A bandage is wrapped around the wound he received when his right hand was severed.

Standing opposite Snake is Liquid Snake.

As before, he's naked from the waist up, wearing a leather long coat.

The open apparel gives a generous look at his bulging, chiseled chest and abdomen. Hanging around his neck are two dog tags, which reflect light in a dull sort of manner.

Liquid has shoulder-length, somewhat wavy hair, in addition to an olive complexion and piercing, deep blue eyes.

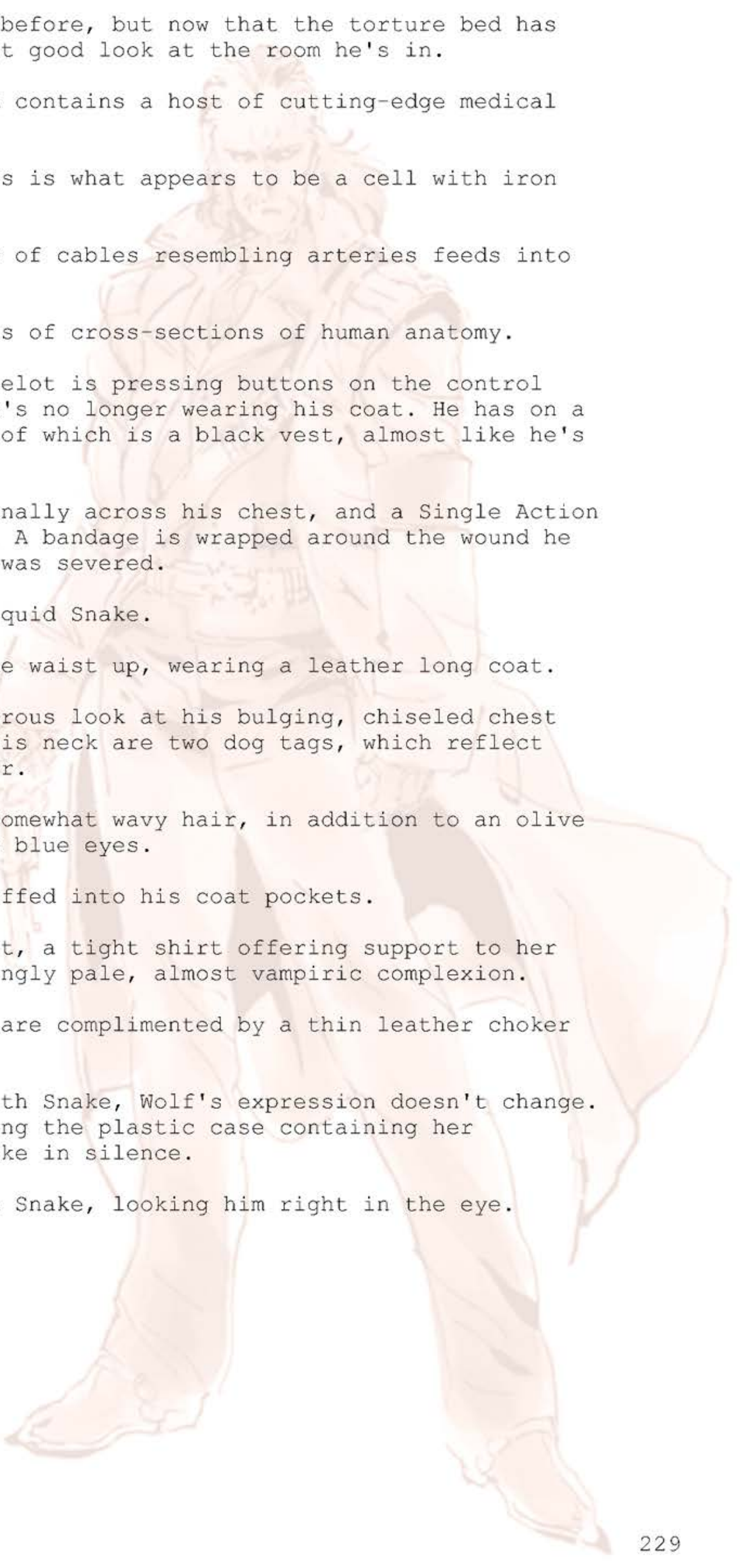
He stands with both hands stuffed into his coat pockets.

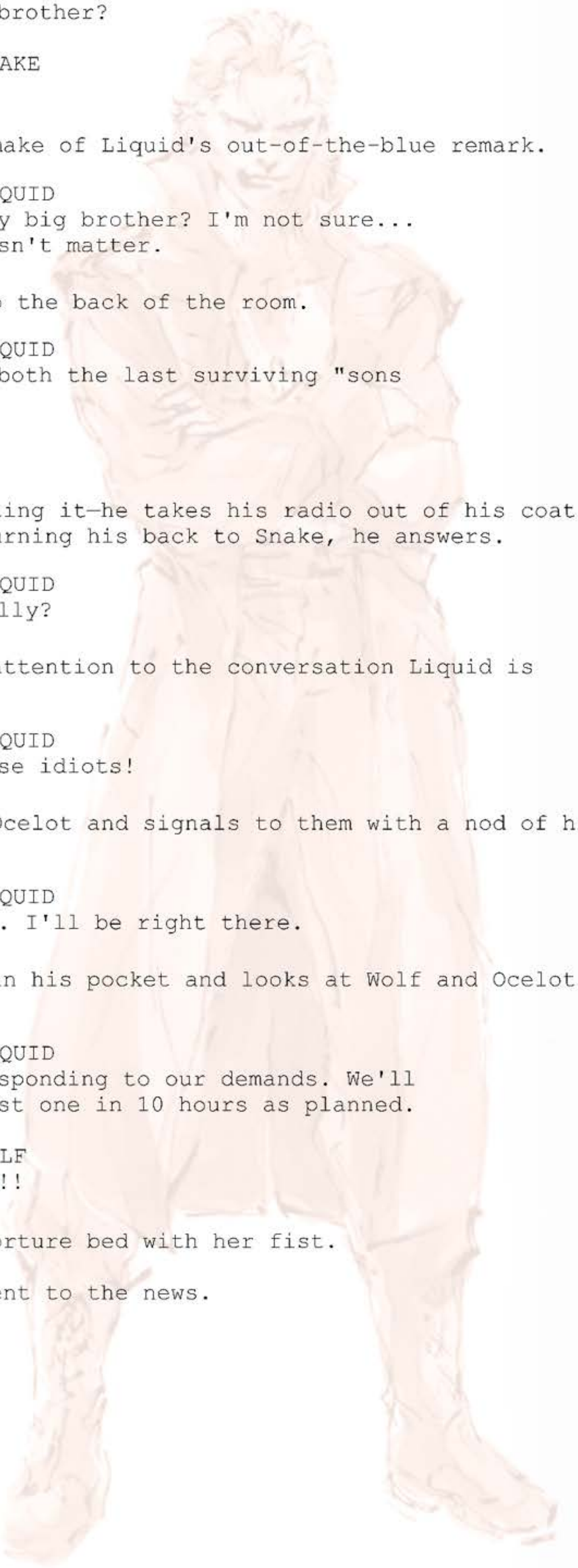
Sniper Wolf is to Snake's left, a tight shirt offering support to her ample bosom. She has a strikingly pale, almost vampiric complexion.

Her well-defined collarbones are complimented by a thin leather choker around her neck.

Despite making eye contact with Snake, Wolf's expression doesn't change. She just stands there, rattling the plastic case containing her tranquilizers, looking at Snake in silence.

Liquid goes nose to nose with Snake, looking him right in the eye.





LIQUID
There definitely is a resemblance. Don't you think, little brother?

SNAKE
...

Snake doesn't know what to make of Liquid's out-of-the-blue remark.

LIQUID
Or should I say big brother? I'm not sure... Anyway, it doesn't matter.

He turns around and moves to the back of the room.

LIQUID
You and I are both the last surviving "sons of Big Boss."

Liquid gets a call.

He seems to have been expecting it—he takes his radio out of his coat and places it to his ear. Turning his back to Snake, he answers.

LIQUID
It's me... Really?

Wolf and Ocelot turn their attention to the conversation Liquid is having.

LIQUID
Then what? Those idiots!

Liquid glances at Wolf and Ocelot and signals to them with a nod of his head.

LIQUID
Alright, Raven. I'll be right there.

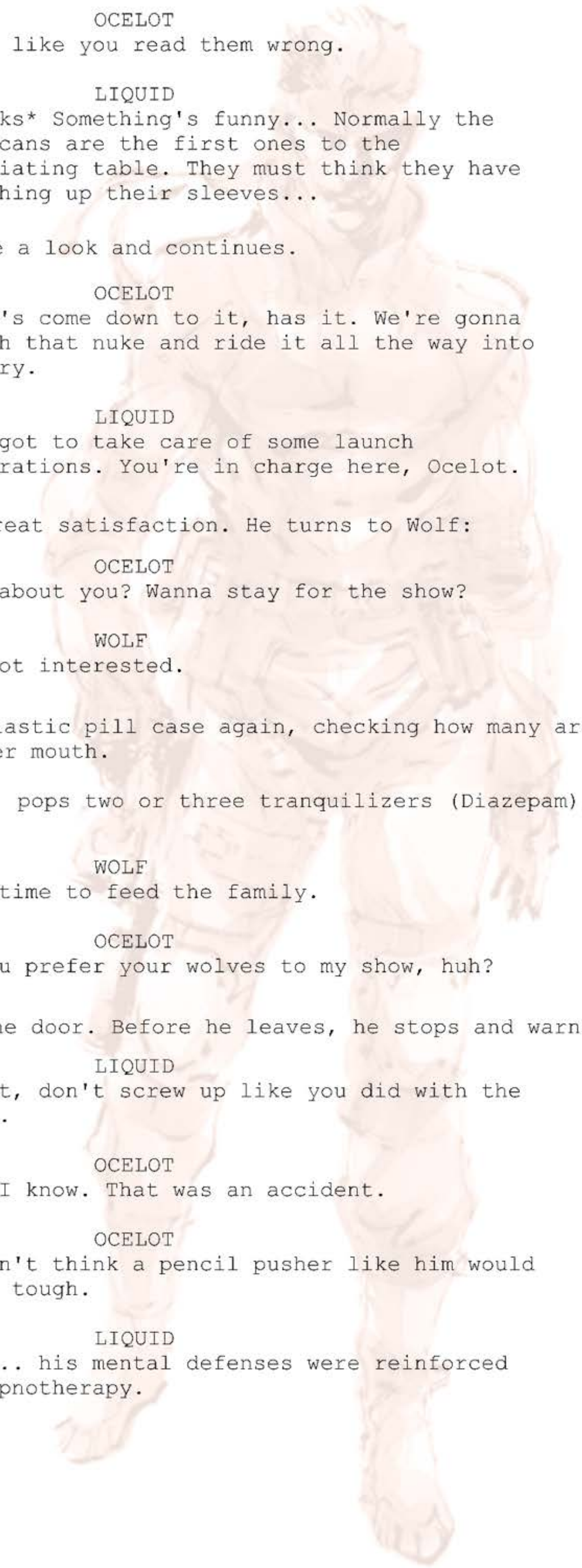
Liquid puts his radio back in his pocket and looks at Wolf and Ocelot. He pauses.

LIQUID
They're not responding to our demands. We'll launch the first one in 10 hours as planned.

WOLF
Damn Americans!!

Wolf hits the edge of the torture bed with her fist.

Ocelot seems oddly indifferent to the news.



OCELOT
Looks like you read them wrong.

LIQUID
thinks Something's funny... Normally the Americans are the first ones to the negotiating table. They must think they have something up their sleeves...

Ocelot shoots Snake a look and continues.

OCELOT
So it's come down to it, has it. We're gonna launch that nuke and ride it all the way into history.

LIQUID
I've got to take care of some launch preparations. You're in charge here, Ocelot.

Ocelot nods with great satisfaction. He turns to Wolf:

OCELOT
What about you? Wanna stay for the show?

WOLF
I'm not interested.

Wolf rattles her plastic pill case again, checking how many are left. She brings it to her mouth.

Wolf opens the lid, pops two or three tranquilizers (Diazepam), and swallows them.

WOLF
It's time to feed the family.

OCELOT
So you prefer your wolves to my show, huh?

Liquid heads for the door. Before he leaves, he stops and warns Ocelot.

LIQUID
Ocelot, don't screw up like you did with the Chief.

OCELOT
Yes, I know. That was an accident.

OCELOT
I didn't think a pencil pusher like him would be so tough.

LIQUID
Well... his mental defenses were reinforced by hypnotherapy.

Ocelot, like he just remembered:

OCELOT
Boss, what about that ninja?

LIQUID
He's killed 12 men. Whoever he is, he's some kind of lunatic.

OCELOT
Bastard took my hand... How could he have gotten in here?

LIQUID
Perhaps there's a spy among us...

With that meaningful choice of words from Liquid, Wolf and Ocelot exchange glances.

LIQUID
Mantis is dead. We've also got to find out what killed Baker and Octopus. We're shorthanded, so make this little torture show of yours as short as possible.

OCELOT
Torture? This is an interrogation.

LIQUID
As you wish. See you later, brother. (The second phrase is directed at Snake.)

Liquid leaves. Wolf takes off as well. On her way out, she whispers into Snake's ear.

WOLF
Your woman is still in this world...

SNAKE
Meryl?

WOLF
Catch you later... handsome.

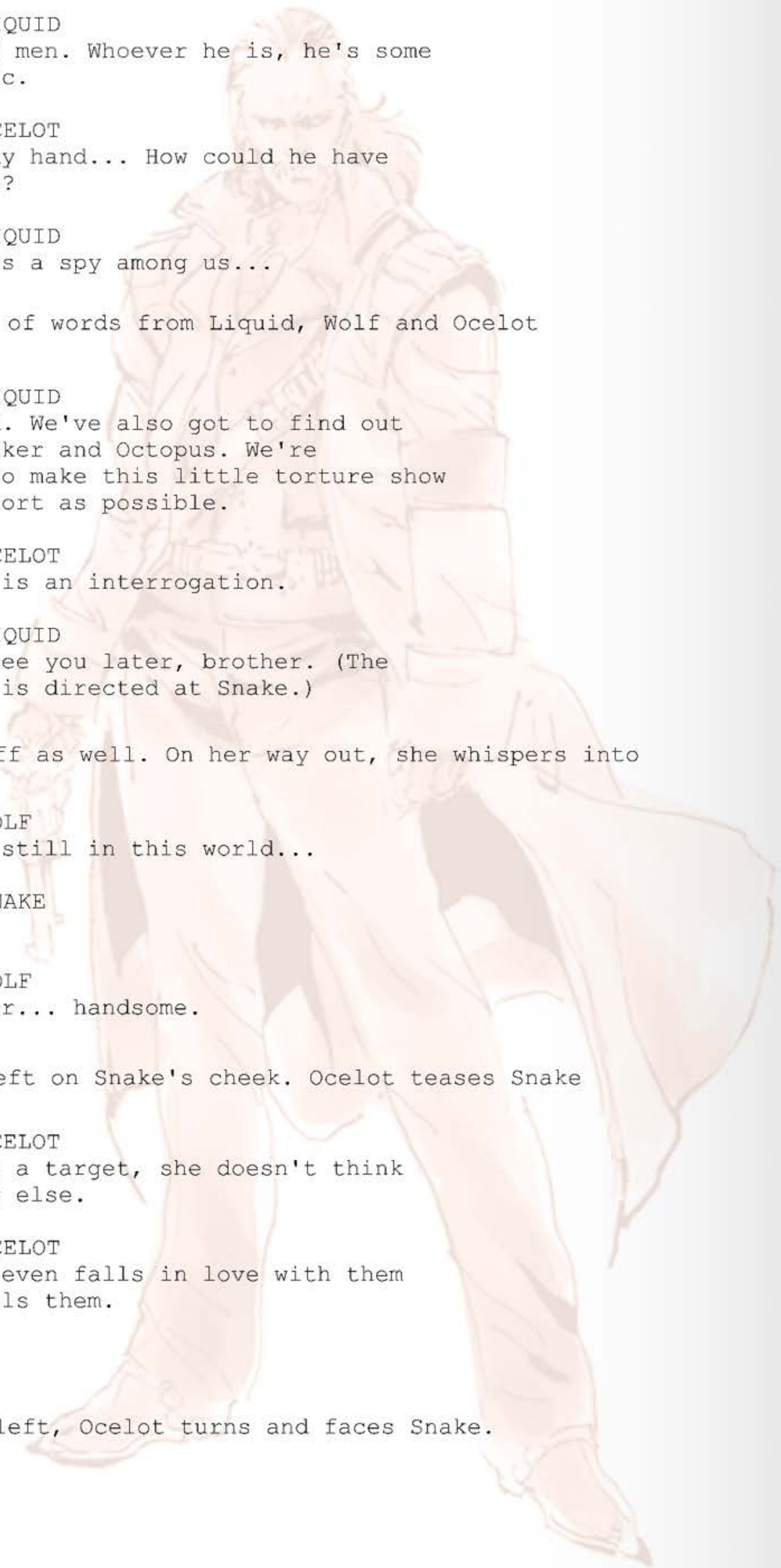
Wolf kisses the wound she left on Snake's cheek. Ocelot teases Snake with a wolf whistle.

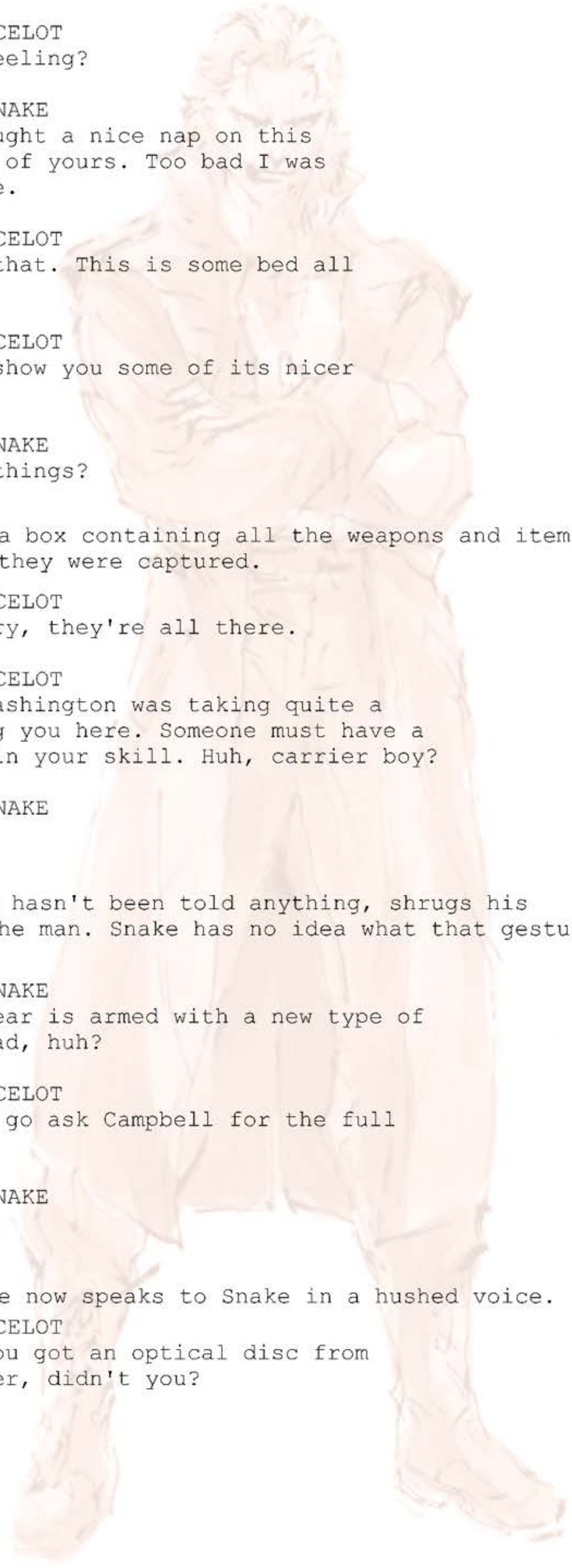
OCELOT
Once she picks a target, she doesn't think about anything else.

OCELOT
Sometimes she even falls in love with them before she kills them.

Wolf exits the room.

After making sure Wolf has left, Ocelot turns and faces Snake.





OCELOT
Finally, just the two of us.

OCELOT
How are you feeling?

SNAKE
Not bad. I caught a nice nap on this revolving bed of yours. Too bad I was sleeping alone.

OCELOT
Glad to hear that. This is some bed all right...

OCELOT
I'm about to show you some of its nicer features...

SNAKE
Where are my things?

Next to the torture bed is a box containing all the weapons and items the player acquired before they were captured.

OCELOT
Oh, don't worry, they're all there.

OCELOT
mockingly Washington was taking quite a chance sending you here. Someone must have a lot of faith in your skill. Huh, carrier boy?

SNAKE
?

Ocelot, deducing that Snake hasn't been told anything, shrugs his shoulders out of pity for the man. Snake has no idea what that gesture is supposed to mean.

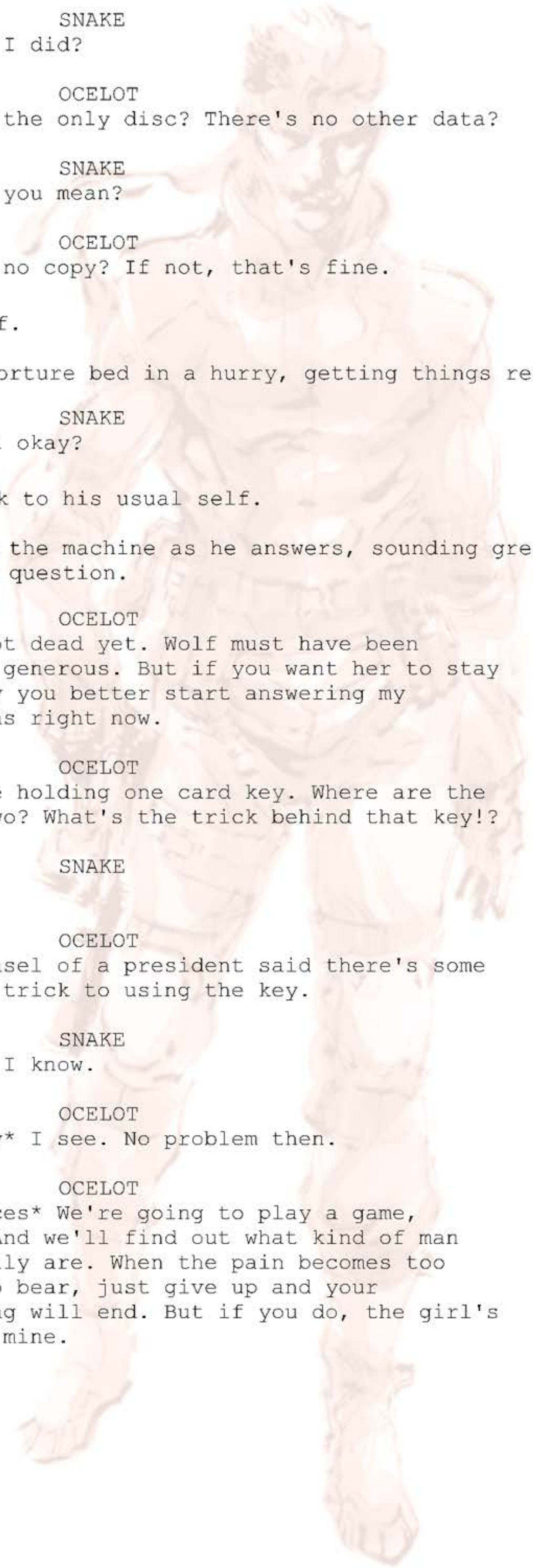
SNAKE
So... Metal Gear is armed with a new type of nuclear warhead, huh?

OCELOT
Why don't you go ask Campbell for the full story.

SNAKE
The Colonel?

Ocelot's attitude changes—he now speaks to Snake in a hushed voice.

OCELOT
By the way, you got an optical disc from President Baker, didn't you?



SNAKE
What if I did?

OCELOT
Is that the only disc? There's no other data?

SNAKE
What do you mean?

OCELOT
There's no copy? If not, that's fine.

Ocelot nods to himself.

He moves around the torture bed in a hurry, getting things ready to go.

SNAKE
Is Meryl okay?

Ocelot is already back to his usual self.

He continues to check the machine as he answers, sounding greatly inconvenienced by the question.

OCELOT
She's not dead yet. Wolf must have been feeling generous. But if you want her to stay that way you better start answering my questions right now.

OCELOT
You were holding one card key. Where are the other two? What's the trick behind that key!?

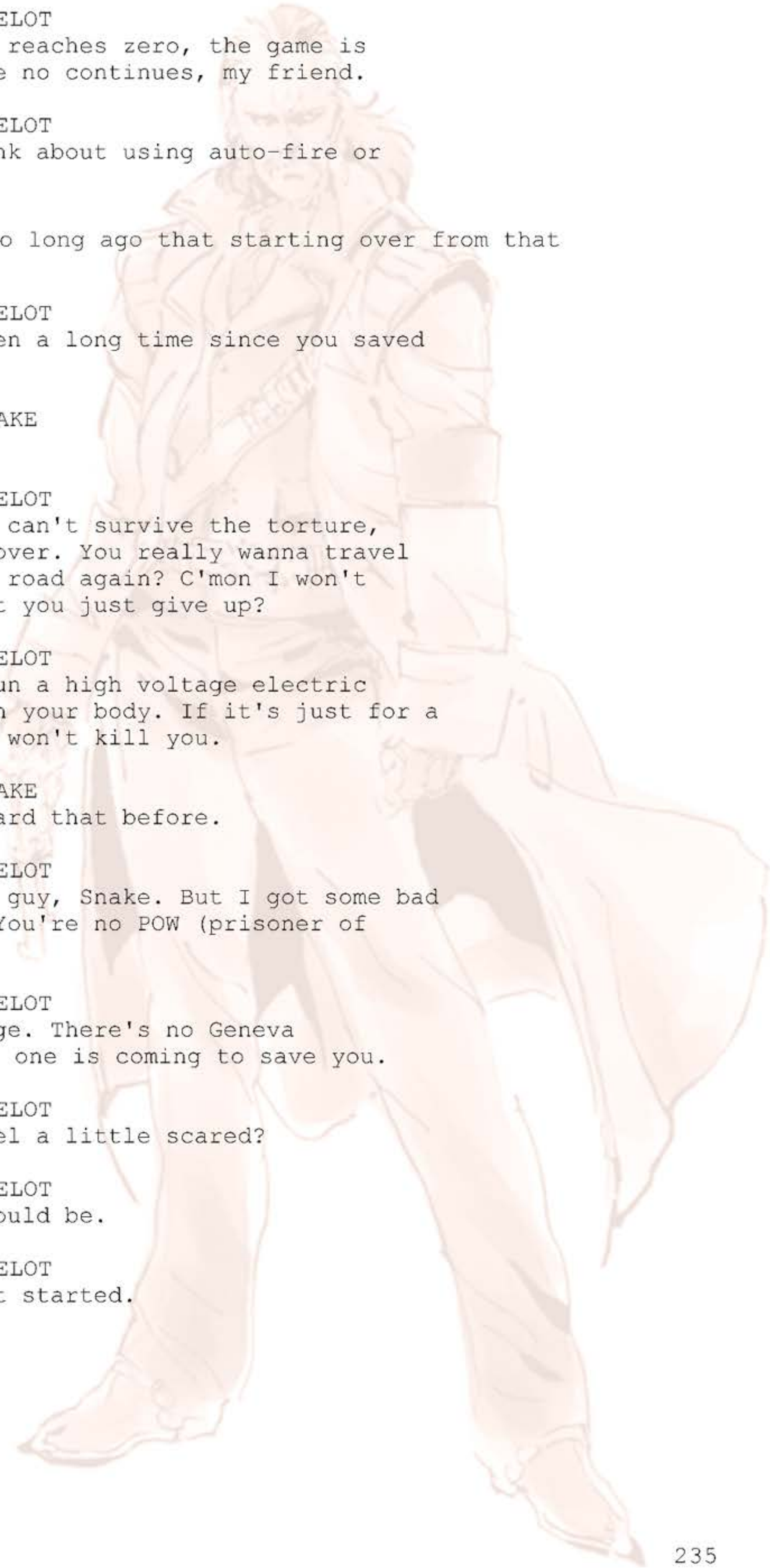
SNAKE
Trick?

OCELOT
That weasel of a president said there's some kind of trick to using the key.

SNAKE
Hell if I know.

OCELOT
lightly I see. No problem then.

OCELOT
announces We're going to play a game, Snake. And we'll find out what kind of man you really are. When the pain becomes too great to bear, just give up and your suffering will end. But if you do, the girl's life is mine.



OCELOT
Press the Action Button repeatedly to regain your strength. When you've had enough, press the Codec Button to submit.

OCELOT
When your life reaches zero, the game is over. There are no continues, my friend.

OCELOT
Don't even think about using auto-fire or I'll know.

*If player's last save was so long ago that starting over from that point would be a real pain

OCELOT
Snake, it's been a long time since you saved your game.

SNAKE
Yeah? So what?

OCELOT
If you're body can't survive the torture, it'll be game over. You really wanna travel down that long road again? C'mon I won't tell. Why don't you just give up?

OCELOT
I'm going to run a high voltage electric current through your body. If it's just for a short time, it won't kill you.

SNAKE
But I never heard that before.

OCELOT
You're a tough guy, Snake. But I got some bad news for you. You're no POW (prisoner of war).

OCELOT
You're a hostage. There's no Geneva Convention. No one is coming to save you.

OCELOT
Startin' to feel a little scared?

OCELOT
Good... You should be.

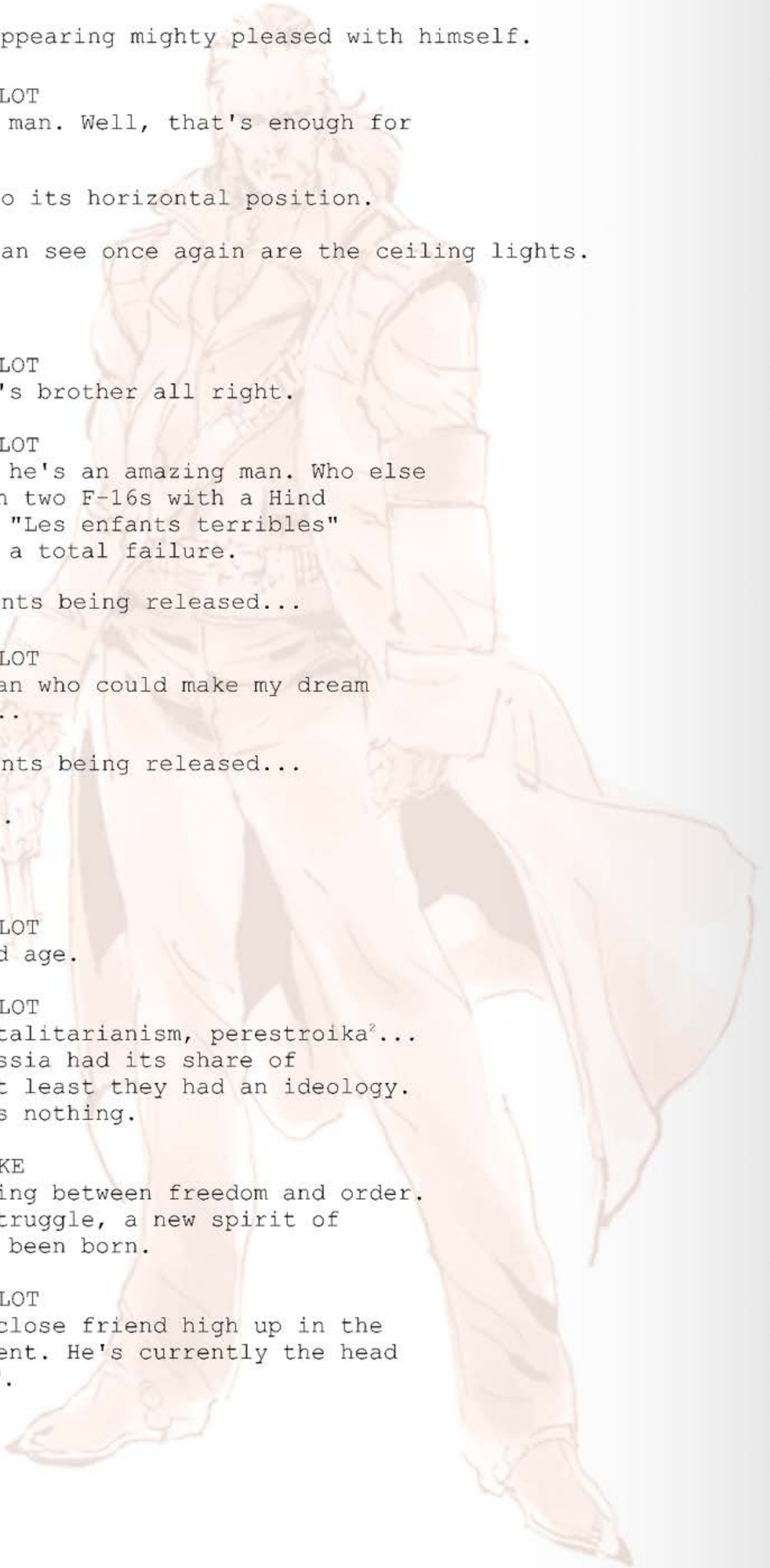
OCELOT
Okay. Let's get started.

Torture 3

Ocelot's Lecture Cutscene (Torture Room - POV)

Snake's POV. Still attached to the torture bed, he gasps for air.

Ocelot looks down at Snake, appearing mighty pleased with himself.



OCELOT
You're a strong man. Well, that's enough for now I think.

The torture bed is returned to its horizontal position.

As Ocelot speaks, all Snake can see once again are the ceiling lights.

*First time

OCELOT
You're the Boss's brother all right.

OCELOT
Your brother... he's an amazing man. Who else could shoot down two F-16s with a Hind helicopter. The "Les enfants terribles" project was not a total failure.

Sounds of Snake's arm restraints being released...

OCELOT
He is the one man who could make my dream into a reality...

Sounds of Snake's leg restraints being released...

Snake is returned to his cell.

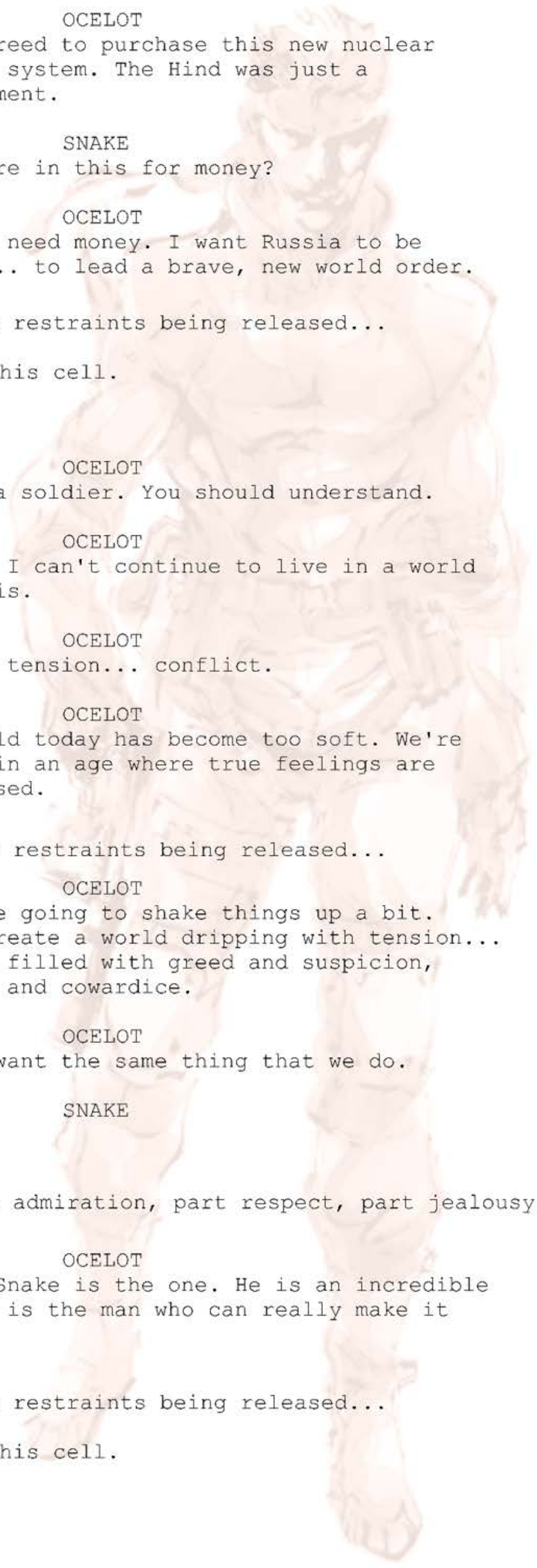
*Second time

OCELOT
We live in a sad age.

OCELOT
Imperialism, totalitarianism, perestroika[2]... 20th century Russia had its share of problems, but at least they had an ideology. Russia today has nothing.

SNAKE
They're struggling between freedom and order. And with that struggle, a new spirit of nationalism has been born.

OCELOT
The Boss has a close friend high up in the Russian government. He's currently the head of the Spetsnaz[4].



OCELOT
He's agreed to purchase this new nuclear weapons system. The Hind was just a downpayment.

SNAKE
So you're in this for money?

OCELOT
I don't need money. I want Russia to be reborn... to lead a brave, new world order.

Sounds of Snake's leg restraints being released...

Snake is returned to his cell.

*Third time

OCELOT
You're a soldier. You should understand.

OCELOT
You and I can't continue to live in a world like this.

OCELOT
We need tension... conflict.

OCELOT
The world today has become too soft. We're living in an age where true feelings are suppressed.

Sounds of Snake's arm restraints being released...

OCELOT
So we're going to shake things up a bit. We'll create a world dripping with tension... a world filled with greed and suspicion, bravery and cowardice.

OCELOT
...You want the same thing that we do.

SNAKE
...

Ocelot's tone is part admiration, part respect, part jealousy, part self-derision.

OCELOT
Liquid Snake is the one. He is an incredible man. He is the man who can really make it happen.

Sounds of Snake's leg restraints being released...

Snake is returned to his cell.

Torture 4

Snake Submits Cutscene

Snake's POV.

If the player presses the Submit Button (the Codec Button) during a torture sequence, Ocelot brings it to an end immediately, even if Snake is in the middle of being electrocuted.

OCELOT
Had enough? So you're human after all.

OCELOT
The torture will stop as I promised.

OCELOT
But I'll take the woman in return. I'll have my fun with her before I kill her.

SNAKE
... Meryl.

OCELOT
I hope you can still look at yourself in the mirror, my friend.

Snake is returned to his cell.

Torture 5

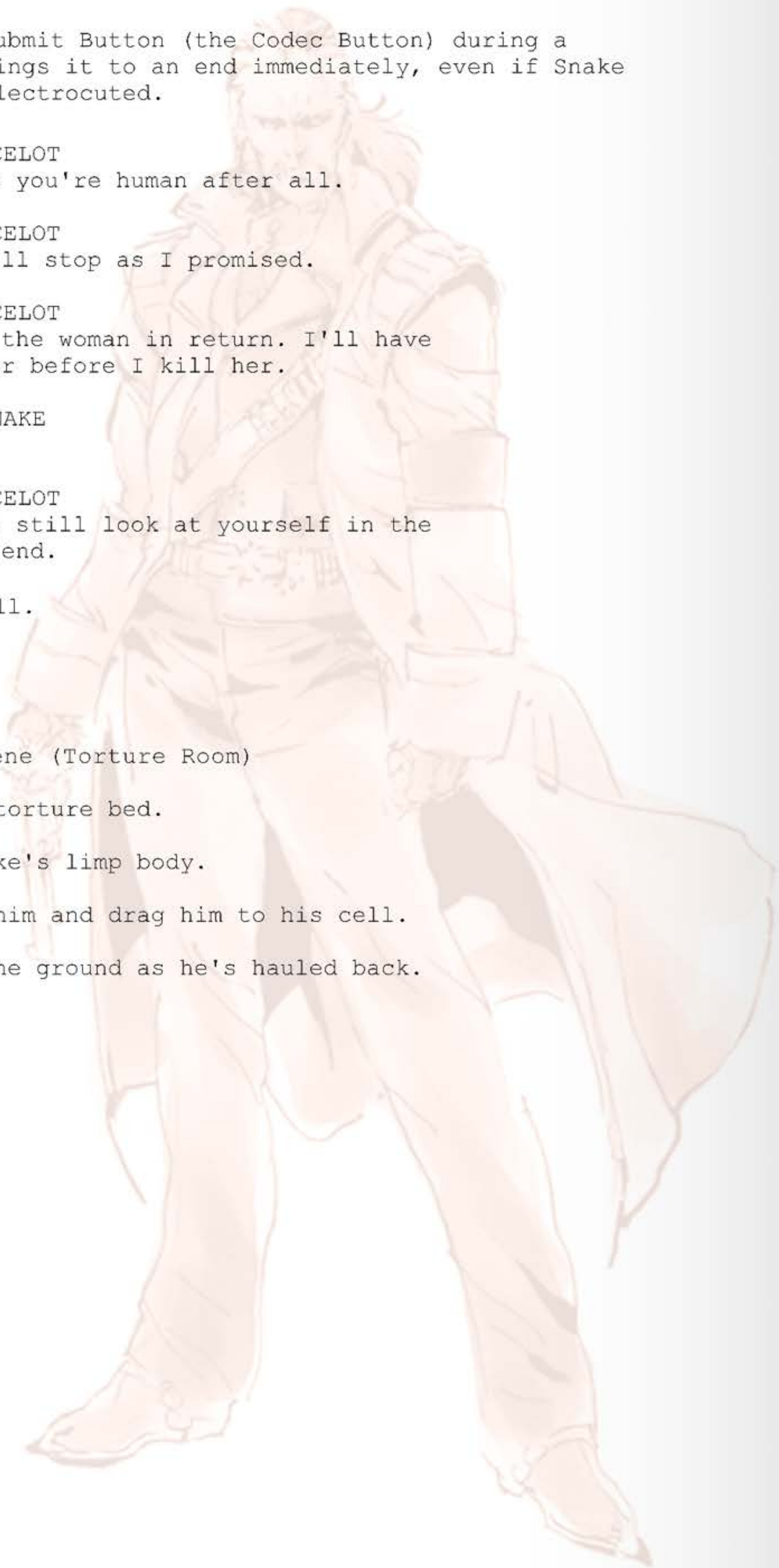
Returned to the Cell Cutscene (Torture Room)

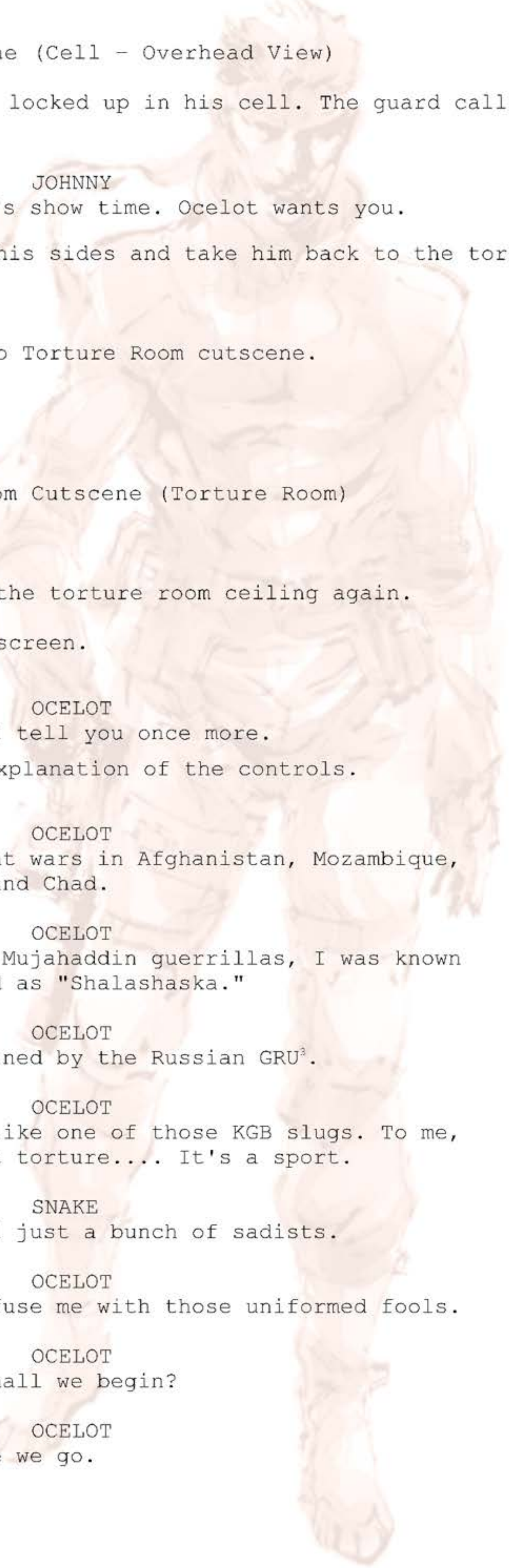
Snake is released from the torture bed.

Two soldiers walk up to Snake's limp body.

They each grab one side of him and drag him to his cell.

Snake's legs dangle along the ground as he's hauled back.





Torture 6

Torture Resumes Cutscene (Cell - Overhead View)

Overhead view. Snake is locked up in his cell. The guard calls out to him.

JOHNNY
Snake. It's show time. Ocelot wants you.

Soldiers grab Snake by his sides and take him back to the torture room.

Fade out.

*Proceeds to Returned To Torture Room cutscene.

Torture 7

Returned to Torture Room Cutscene (Torture Room)

Fade in from black.

Snake is looking up at the torture room ceiling again.

Ocelot speaks from off-screen.

OCELOT
Okay. I'll tell you once more.

He gives him the same explanation of the controls.

OCELOT
I've fought wars in Afghanistan, Mozambique, Eritrea, and Chad.

OCELOT
Among the Mujahaddin guerrillas, I was known and feared as "Shalashaska."

OCELOT
I was trained by the Russian GRU[3].

OCELOT
I am not like one of those KGB slugs. To me, this isn't torture.... It's a sport.

SNAKE
You're all just a bunch of sadists.

OCELOT
Don't confuse me with those uniformed fools.

OCELOT
Well... shall we begin?

OCELOT
Okay. Here we go.

Escape from the Cell 1

DARPA Chief Discovered Cutscene (Cell)

After being tortured for the first time, Snake is thrown into a cell.

The cell is surrounded by iron bars. The door is an old-fashioned iron door with a small observation window.

The cell contains one pipe-frame bed and a simple toilet lacking even a seat. It is disgustingly dirty.

In a corner of the cell, a Black man lies slumped against the wall. It's too dark to make out his face from a distance.

Spotting him, Snake moves in for a closer look.

SNAKE
Looks like I got a roommate...

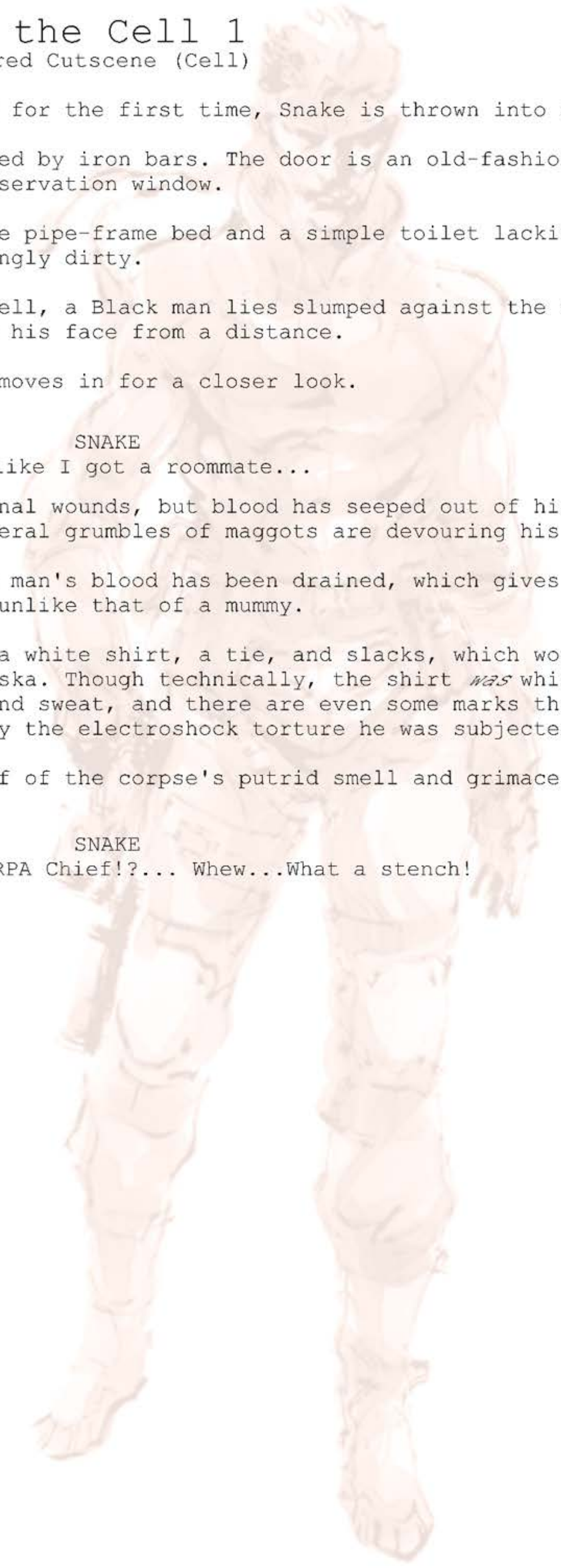
The man has no external wounds, but blood has seeped out of his eyes, nose, and mouth. Several grumbles of maggots are devouring his flesh.

The remainder of the man's blood has been drained, which gives him a desiccated look not unlike that of a mummy.

The man was wearing a white shirt, a tie, and slacks, which would seem out of place for Alaska. Though technically, the shirt *was* white—it's stained with blood and sweat, and there are even some marks that look like burns (caused by the electroshock torture he was subjected to).

Snake catches a whiff of the corpse's putrid smell and grimaces.

SNAKE
The DARPA Chief!?... Whew...What a stench!

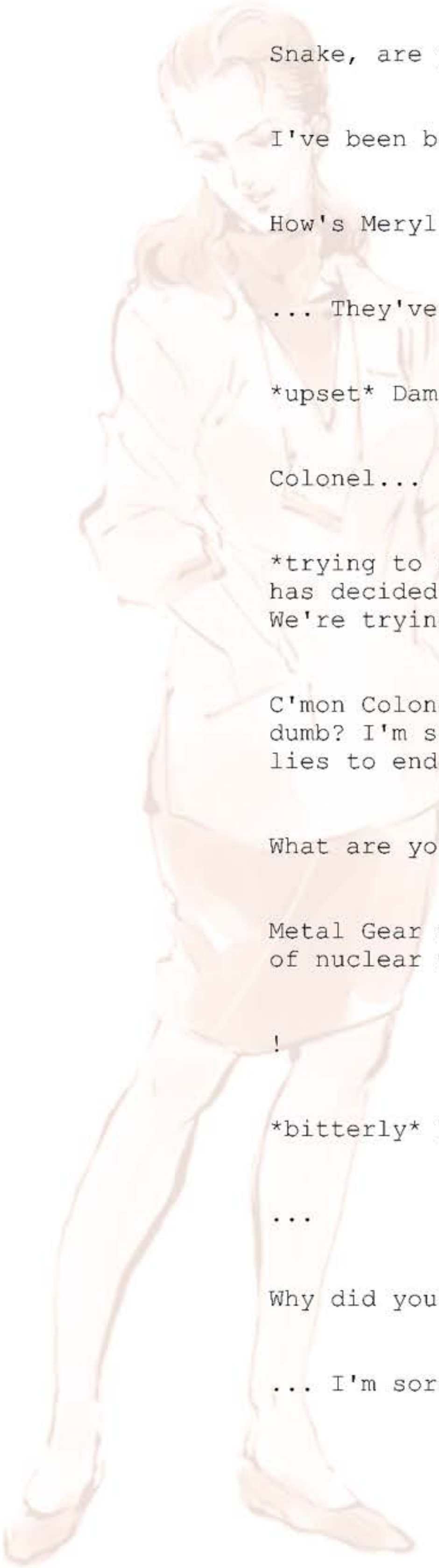


Escape from the Cell 2

Campbell Codec Call (Cell)

Snake is put in the cell. A short while later, his Codec rings.

Snake answers it.



CAMPBELL
Snake, are you okay?

SNAKE
I've been better...

NAOMI
How's Meryl?

SNAKE
... They've got her.

CAMPBELL
upset Damn...!

NAOMI
Colonel...

CAMPBELL
trying to calm down Snake... the government has decided not to give in to their demands. We're trying to buy some more time.

SNAKE
C'mon Colonel... why don't you stop playing dumb? I'm sorry about Meryl. But I want the lies to end now.

CAMPBELL
What are you talking about?

SNAKE
Metal Gear was designed to launch a new type of nuclear warhead, wasn't it?

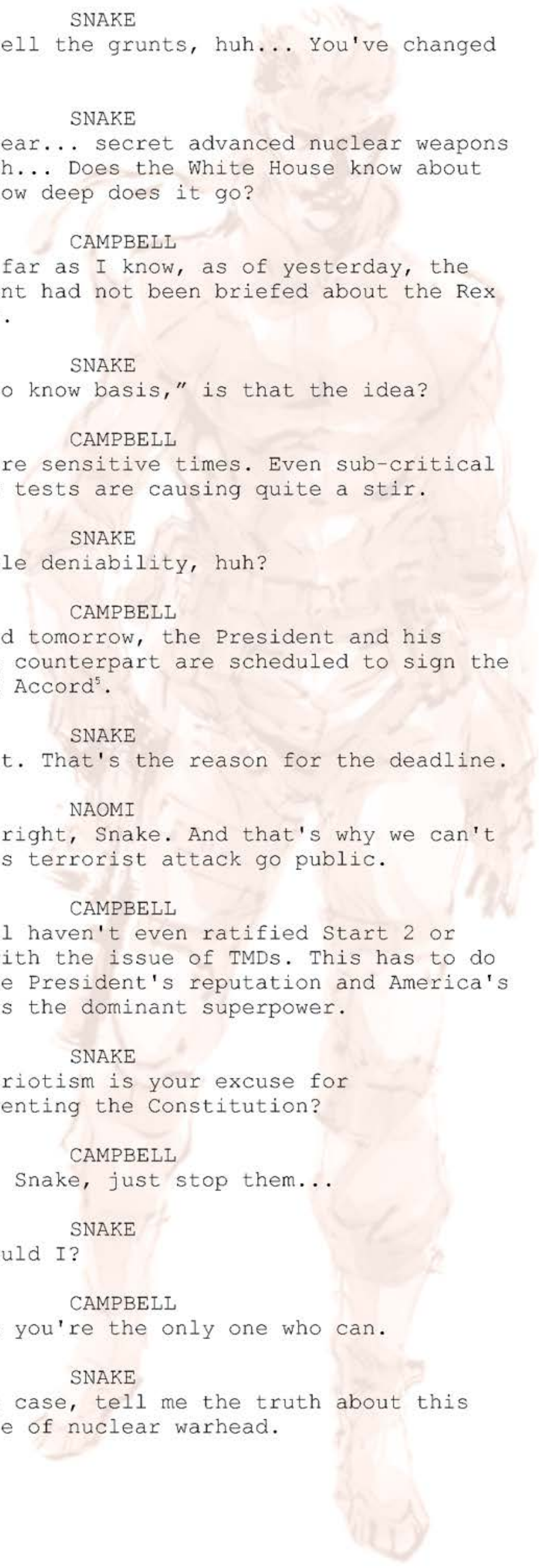
CAMPBELL
!

SNAKE
bitterly You knew it all along, didn't you?

CAMPBELL
...

SNAKE
Why did you try to hide it?

CAMPBELL
... I'm sorry...



SNAKE
Can't tell the grunts, huh... You've changed a lot.

SNAKE
Metal Gear... secret advanced nuclear weapons research... Does the White House know about this? How deep does it go?

CAMPBELL
... As far as I know, as of yesterday, the President had not been briefed about the Rex Project.

SNAKE
"Need to know basis," is that the idea?

CAMPBELL
These are sensitive times. Even sub-critical nuclear tests are causing quite a stir.

SNAKE
Plausible deniability, huh?

CAMPBELL
Yes. And tomorrow, the President and his Russian counterpart are scheduled to sign the Start 3 Accord[5].

SNAKE
I get it. That's the reason for the deadline.

NAOMI
That's right, Snake. And that's why we can't let this terrorist attack go public.

CAMPBELL
We still haven't even ratified Start 2 or dealt with the issue of TMDs. This has to do with the President's reputation and America's place as the dominant superpower.

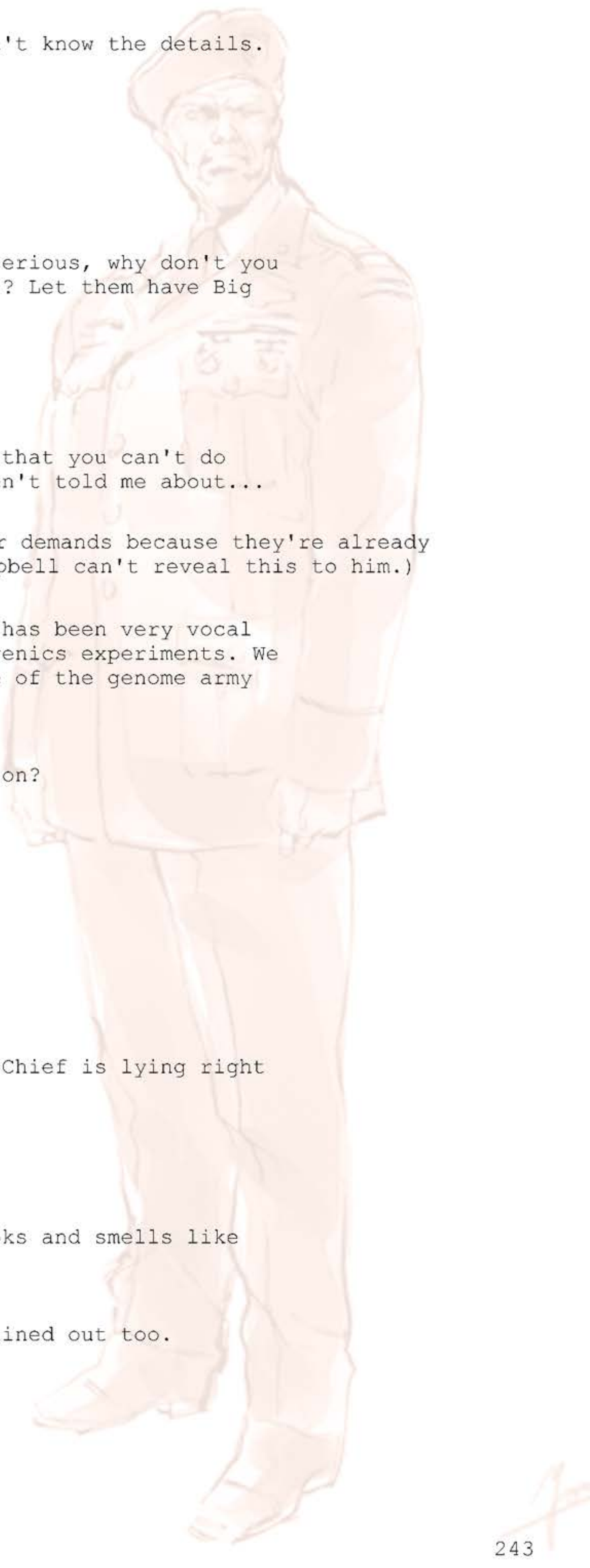
SNAKE
So, patriotism is your excuse for circumventing the Constitution?

CAMPBELL
Please, Snake, just stop them...

SNAKE
Why should I?

CAMPBELL
Because you're the only one who can.

SNAKE
In that case, tell me the truth about this new type of nuclear warhead.



CAMPBELL
I told you before. I don't know the details.

SNAKE
I don't believe you.

CAMPBELL
...

SNAKE
If the situation is so serious, why don't you give in to their demands? Let them have Big Boss's remains.

CAMPBELL
You see...

SNAKE
Or is there some reason that you can't do that? Something you haven't told me about...

(The government won't give in to their demands because they're already using Snake to spread FoxDie, but Campbell can't reveal this to him.)

NAOMI
Publicly, the President has been very vocal in his opposition to eugenics experiments. We don't want the existence of the genome army to go public.

SNAKE
And that's the only reason?

CAMPBELL
...

SNAKE
Huh! Hell with you!

CAMPBELL
I'm sorry...

SNAKE
The corpse of the DARPA Chief is lying right here next to me.

NAOMI
Poor man.

SNAKE
But it's strange. He looks and smells like he's been dead for days.

SNAKE
All his blood's been drained out too.

CAMPBELL
Drained!?

NAOMI
Maybe, to slow down decomposition?

SNAKE
I have no idea.

NAOMI
But the Chief only died a few hours ago, right?

SNAKE
Right. But he's already started to decompose.

NAOMI
What could it all be about?

SNAKE
Something in his blood that they wanted?

NAOMI
I doubt it. Just the nanomachines and the transmitter.

CAMPBELL
Did the Chief tell them his detonation code?

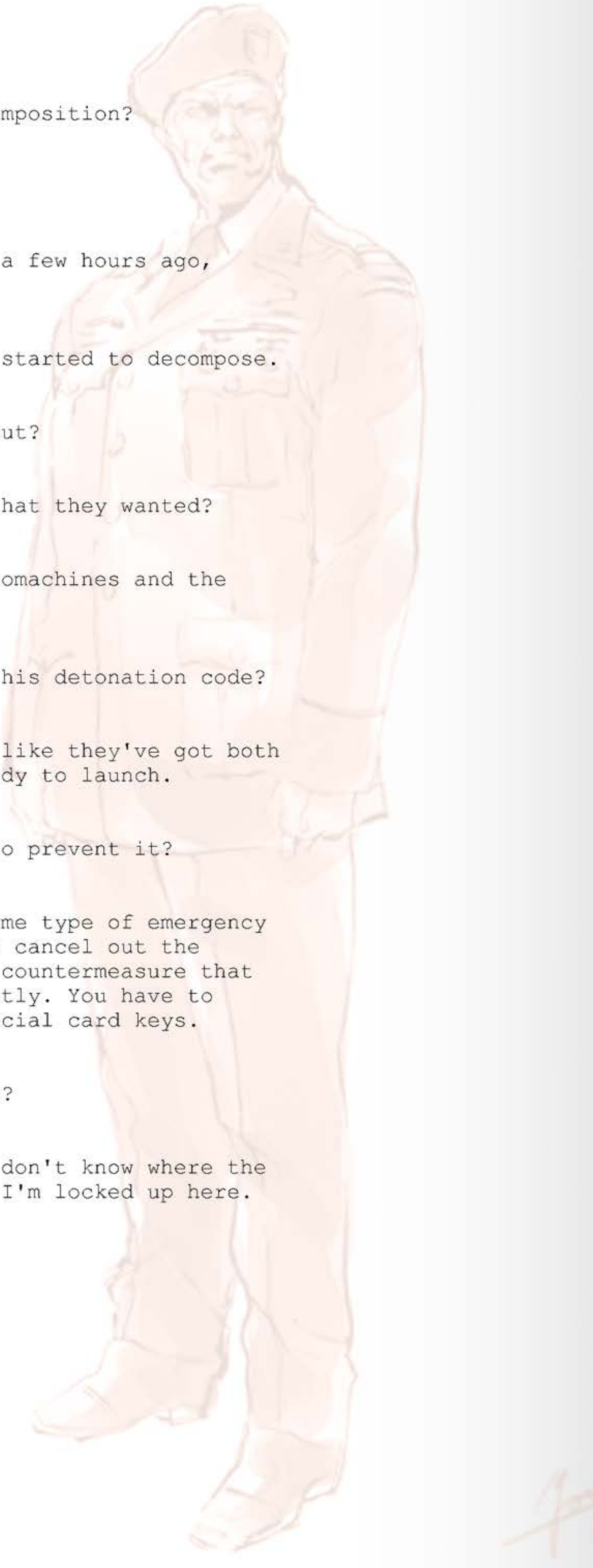
SNAKE
I'm afraid so. It looks like they've got both codes and are nearly ready to launch.

CAMPBELL
Damn. Is there any way to prevent it?

SNAKE
It seems that there's some type of emergency override device that can cancel out the detonation code. It's a countermeasure that ArmsTech installed secretly. You have to unlock it with three special card keys.

CAMPBELL
And where are those keys?

SNAKE
I've got one of them. I don't know where the other two are. Besides, I'm locked up here.



CAMPBELL
We've got no choice. Forget about the keys. Your top priority now is to destroy Metal Gear itself. I'm sorry to have to lay it all in your lap, but you're all I've got. Bust out of there and get to the Communications Tower.

CAMPBELL
Also...

SNAKE
What?

CAMPBELL
...

SNAKE
Meryl, right?

CAMPBELL
Yeah...

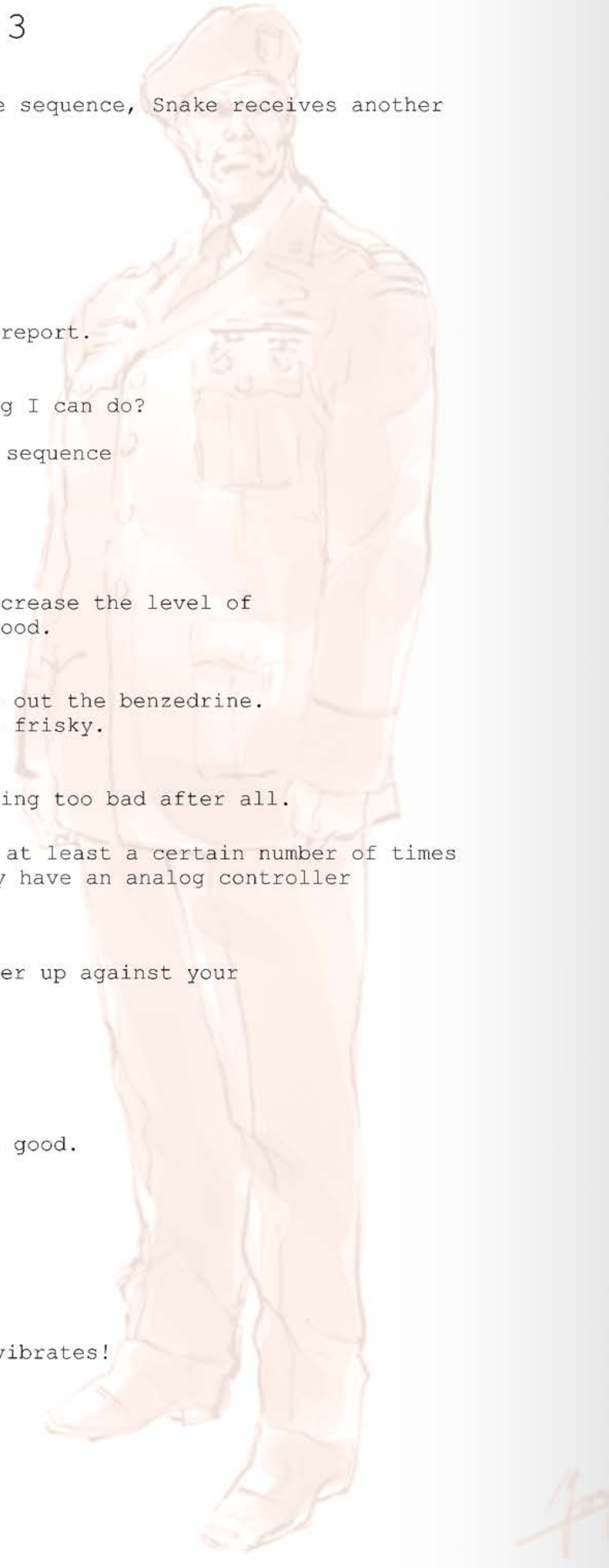
SNAKE
I'll save her.

CAMPBELL
Thanks.

If the player submits during the first torture sequence, this call is followed by Escape from the Cell 3 - Naomi Codec Call.

Escape from the Cell 3

Naomi Codec Call (Cell)



A little bit after the second torture sequence, Snake receives another call.

He answers it.

CAMPBELL
You okay, Snake?

SNAKE
Yeah... nothing new to report.

NAOMI
Snake, is there anything I can do?

*If this takes place after a torture sequence

SNAKE
Yeah, my arm hurts...

NAOMI
... Poor Snake. I'll increase the level of pain killers in your blood.

SNAKE
Okay, but you can leave out the benzedrine. That stuff makes me too frisky.

NAOMI
I guess you're not feeling too bad after all.

*If player pressed the Action Button at least a certain number of times during the torture sequence, and they have an analog controller connected with rumble turned on

NAOMI
Snake, put the controller up against your arm.

SNAKE
What?

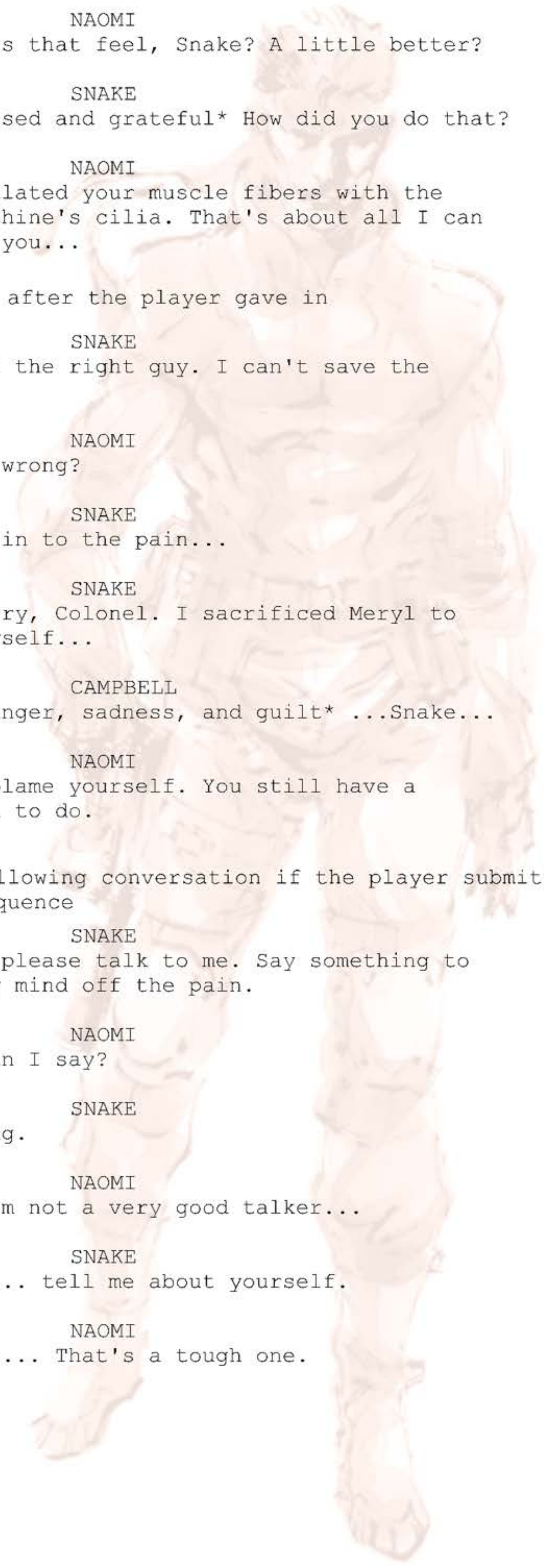
NAOMI
Don't worry. It'll feel good.

SNAKE
Huh?

NAOMI
Okay, here I go.

The analog controller's rumble pack vibrates!

SNAKE
surprised Ooooh.



NAOMI
How does that feel, Snake? A little better?

SNAKE
surprised and grateful How did you do that?

NAOMI
I stimulated your muscle fibers with the nanomachine's cilia. That's about all I can do for you...

*If this takes place after the player gave in

SNAKE
I'm not the right guy. I can't save the world.

NAOMI
What's wrong?

SNAKE
I gave in to the pain...

SNAKE
I'm sorry, Colonel. I sacrificed Meryl to save myself...

CAMPBELL
with anger, sadness, and guilt ...Snake...

NAOMI
Don't blame yourself. You still have a mission to do.

*Continues to the following conversation if the player submitted during the first torture sequence

SNAKE
Naomi, please talk to me. Say something to take my mind off the pain.

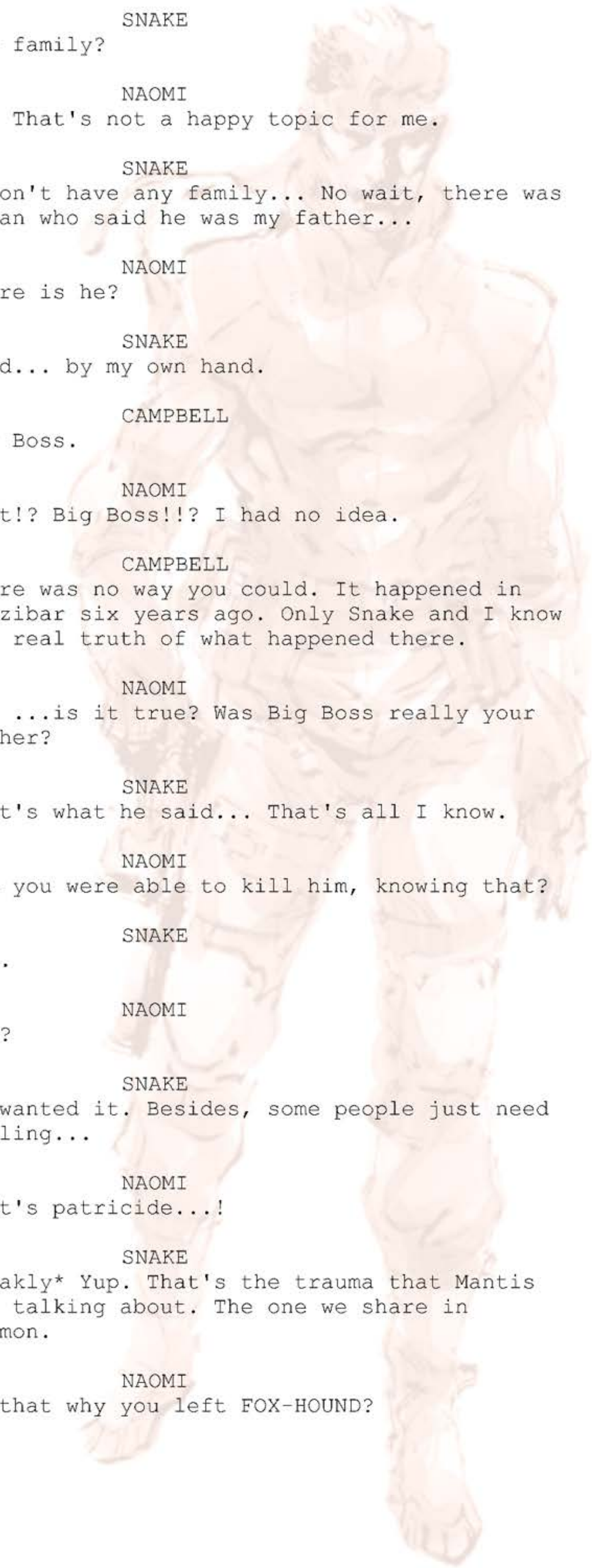
NAOMI
What can I say?

SNAKE
Anything.

NAOMI
I... I'm not a very good talker...

SNAKE
Please... tell me about yourself.

NAOMI
Myself?... That's a tough one.



SNAKE
Any family?

NAOMI
... That's not a happy topic for me.

SNAKE
I don't have any family... No wait, there was a man who said he was my father...

NAOMI
Where is he?

SNAKE
Dead... by my own hand.

CAMPBELL
Big Boss.

NAOMI
What!? Big Boss!!? I had no idea.

CAMPBELL
There was no way you could. It happened in Zanzibar six years ago. Only Snake and I know the real truth of what happened there.

NAOMI
So, ...is it true? Was Big Boss really your father?

SNAKE
That's what he said... That's all I know.

NAOMI
And you were able to kill him, knowing that?

SNAKE
Yup.

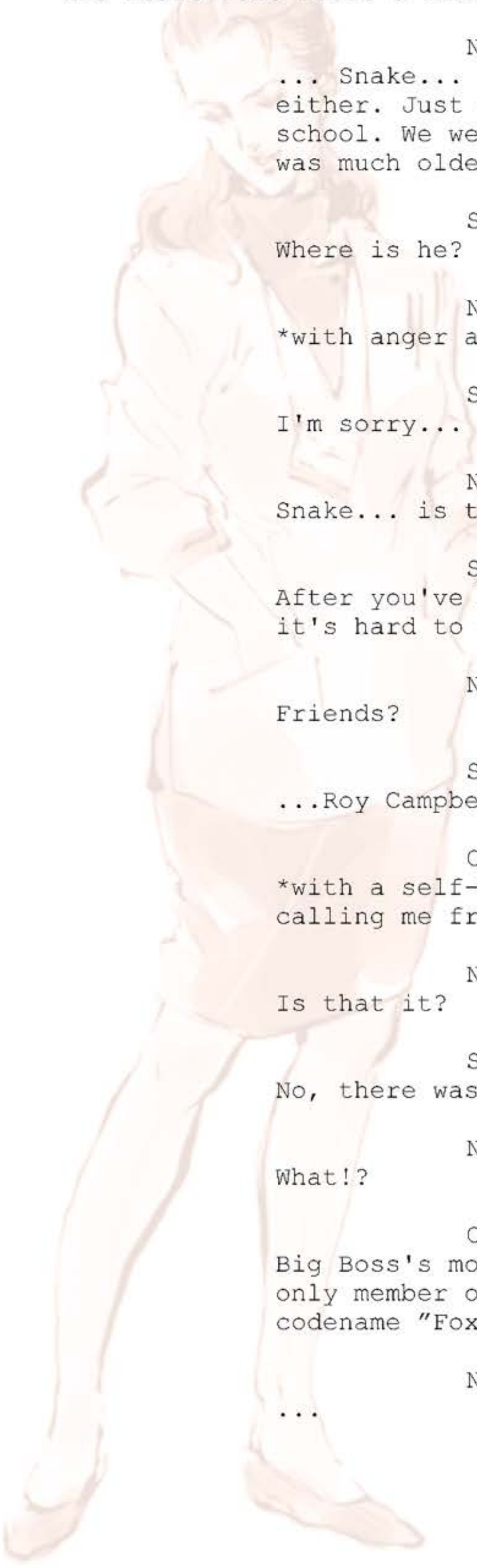
NAOMI
How?

SNAKE
He wanted it. Besides, some people just need killing...

NAOMI
That's patricide...!

SNAKE
weakly Yup. That's the trauma that Mantis was talking about. The one we share in common.

NAOMI
Is that why you left FOX-HOUND?



SNAKE
Let's just say that I needed to be alone for a while and Alaska was the perfect place...

NAOMI
... Snake.

Naomi is learning for the first time of the deep hurt Snake carries in his heart. She feels a mixture of surprise and compassion.

NAOMI
... Snake... I didn't have a real family either. Just a big brother who put me through school. We weren't even blood-related, and he was much older than me.

SNAKE
Where is he?

NAOMI
with anger and sadness ... He's dead...

SNAKE
I'm sorry...

NAOMI
Snake... is there a woman in your life?

SNAKE
After you've been through as many wars as me, it's hard to trust anyone.

NAOMI
Friends?

SNAKE
...Roy Campbell...

CAMPBELL
with a self-mocking laugh Huh? You're still calling me friend?

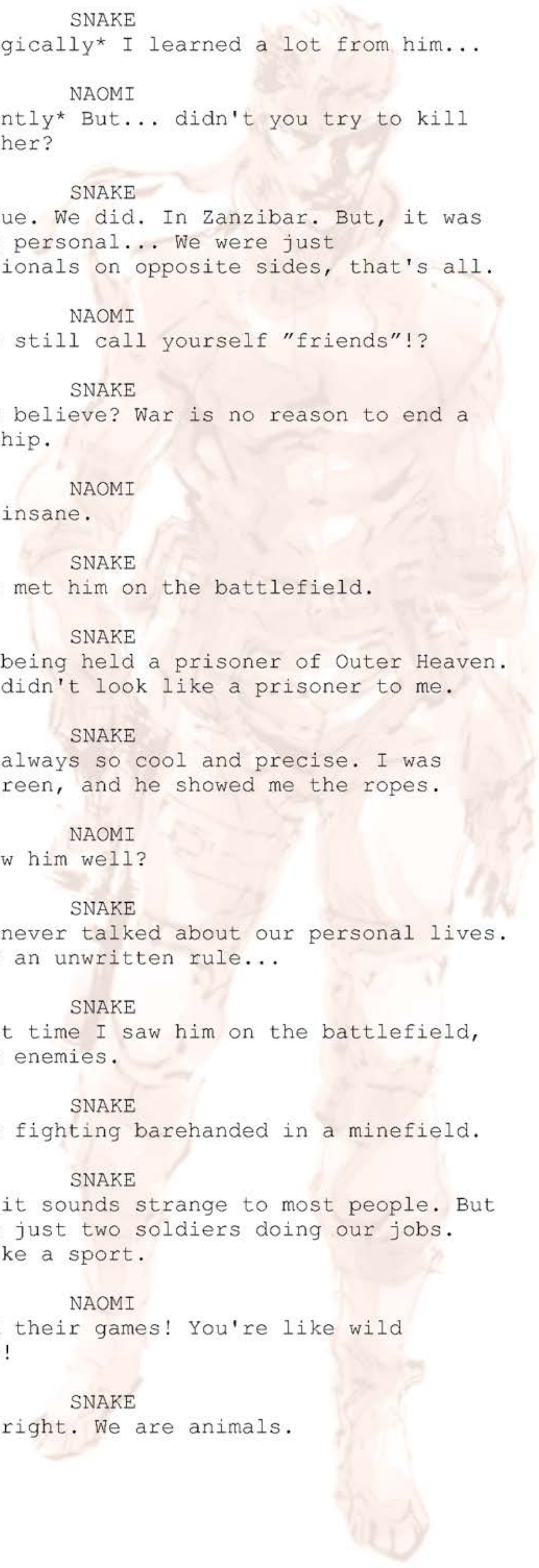
NAOMI
Is that it?

SNAKE
No, there was another... Frank Jaeger.

NAOMI
What!?

CAMPBELL
Big Boss's most trusted lieutenant, and the only member of FOX-HOUND ever to receive the codename "Fox." ... Gray Fox.

NAOMI
...



SNAKE
nostalgically I learned a lot from him...

NAOMI
hesitantly But... didn't you try to kill each other?

SNAKE
It's true. We did. In Zanzibar. But, it was nothing personal... We were just professionals on opposite sides, that's all.

NAOMI
And you still call yourself ”friends”!?

SNAKE
Hard to believe? War is no reason to end a friendship.

NAOMI
That's insane.

SNAKE
I first met him on the battlefield.

SNAKE
He was being held a prisoner of Outer Heaven. But he didn't look like a prisoner to me.

SNAKE
He was always so cool and precise. I was still green, and he showed me the ropes.

NAOMI
You knew him well?

SNAKE
No. We never talked about our personal lives. Sort of an unwritten rule...

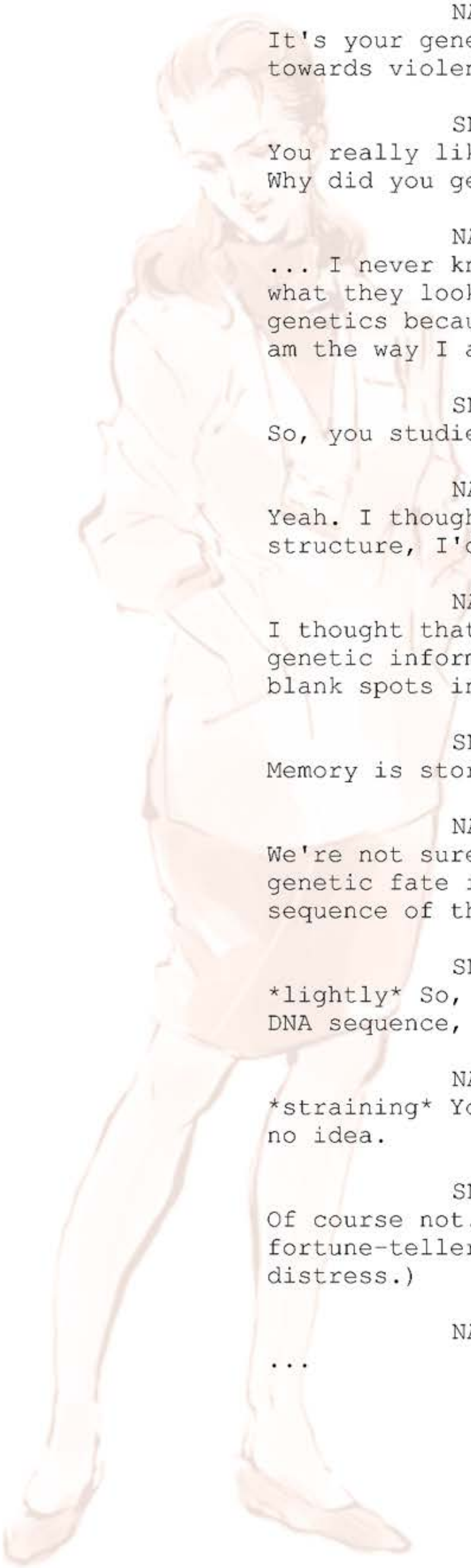
SNAKE
The next time I saw him on the battlefield, we were enemies.

SNAKE
We were fighting barehanded in a minefield.

SNAKE
I know it sounds strange to most people. But we were just two soldiers doing our jobs. It's like a sport.

NAOMI
Men and their games! You're like wild animals!

SNAKE
You're right. We are animals.



NAOMI
So if you were friends, then how do you explain the Ninja's behavior?

SNAKE
I don't know.

NAOMI
It's your genes... They make you predisposed towards violence!

SNAKE
You really like talking about genes, Naomi. Why did you get into genetic research anyway?

NAOMI
... I never knew who my parents were or even what they looked like. I guess I got into genetics because I wanted to figure out why I am the way I am.

SNAKE
So, you studied about DNA?

NAOMI
Yeah. I thought if I studied my genetic structure, I'd find out who I really was.

NAOMI
I thought that by analyzing a person's genetic information, I could retrieve the blank spots in that person's memory.

SNAKE
Memory is stored in DNA?

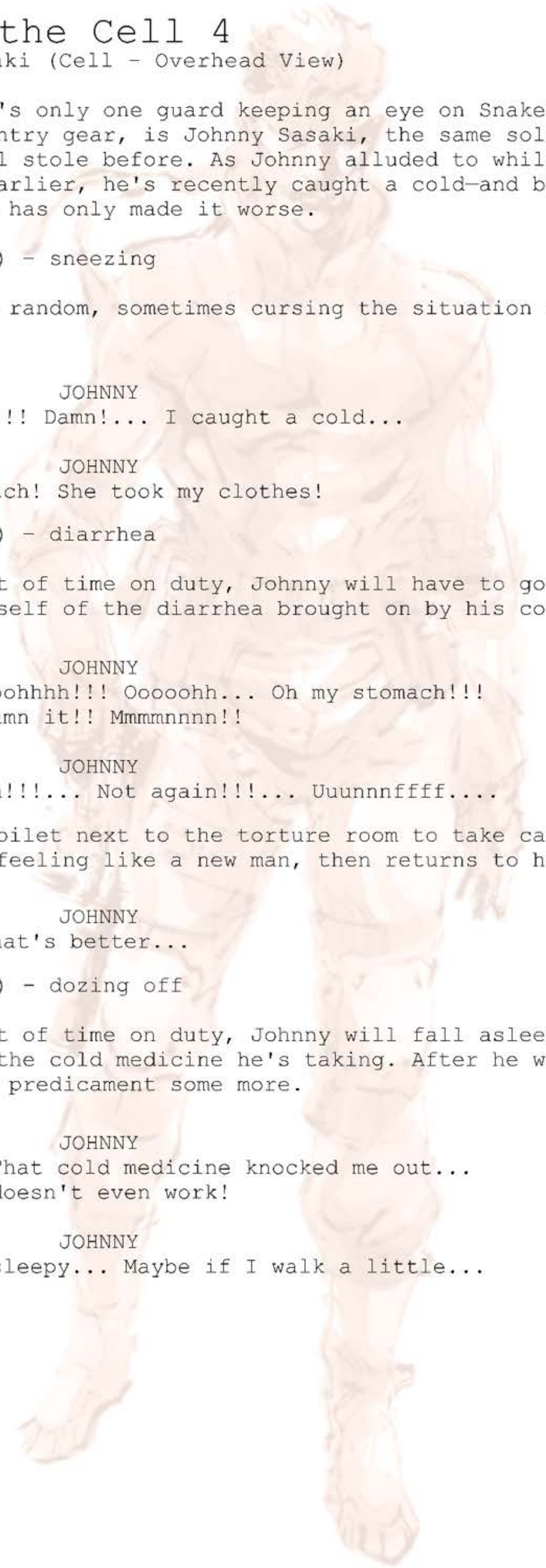
NAOMI
We're not sure. But, we know that a person's genetic fate is determined just by the sequence of the four bases in their DNA.

SNAKE
lightly So, what about my fate? You know my DNA sequence, don't you?

NAOMI
straining Your fate? I... I'm sorry. I have no idea.

SNAKE
Of course not. You're a scientist, not a fortune-teller. (He hasn't noticed Naomi's distress.)

NAOMI
...



Escape from the Cell 4

Suffering Johnny Sasaki (Cell - Overhead View)

In-game screen. There's only one guard keeping an eye on Snake's cell. The guard, light infantry gear, is Johnny Sasaki, the same soldier whose uniform and gear Meryl stole before. As Johnny alluded to while Snake eavesdropped on him earlier, he's recently caught a cold—and being left in the nude like that has only made it worse.

*Johnny's behavior (1) - sneezing

Johnny will sneeze at random, sometimes cursing the situation he's found himself in.

JOHNNY
Hachooh!!! Damn!... I caught a cold...

JOHNNY
That witch! She took my clothes!

*Johnny's behavior (2) - diarrhea

After a certain amount of time on duty, Johnny will have to go to the toilet to relieve himself of the diarrhea brought on by his cold.

JOHNNY
Oooooooooohhhh!!! Ooooohh... Oh my stomach!!!
Oh!.. Damn it!! Mmmmnnnn!!

JOHNNY
Mmmmnnnn!!!... Not again!!!... Uuunnnffff....

He races off to the toilet next to the torture room to take care of business. He emerges feeling like a new man, then returns to his post.

JOHNNY
Aaah! That's better...

*Johnny's behavior (3) - dozing off

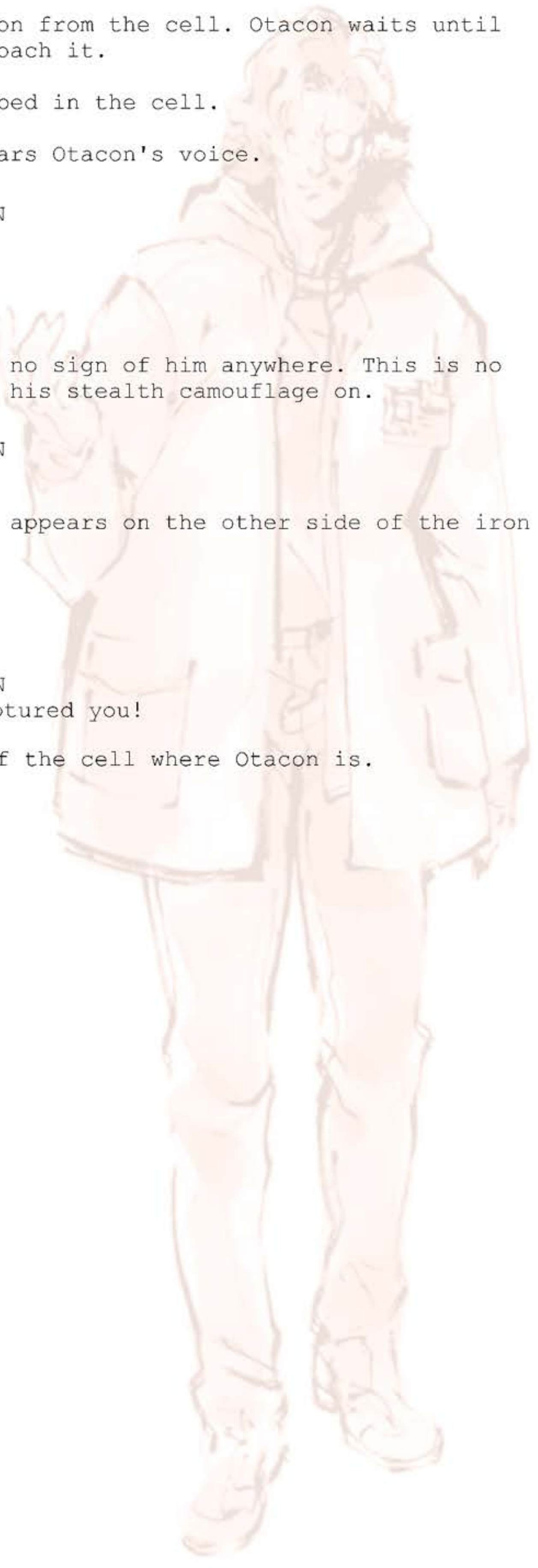
After a certain amount of time on duty, Johnny will fall asleep standing up, a side effect of the cold medicine he's taking. After he wakes up, he grumbles about his predicament some more.

JOHNNY
Shoot! That cold medicine knocked me out...
and it doesn't even work!

JOHNNY
I'm so sleepy... Maybe if I walk a little...

Escape from the Cell 5

Otacon Shows Up Cutscene (Cell - Overhead View)



Overhead view. Snake calls Otacon from the cell. Otacon waits until Johnny is in the toilet to approach it.

An exhausted Snake sits on the bed in the cell.

Then, from out of nowhere he hears Otacon's voice.

OTACON
Hey! I'm here!

SNAKE
Where...?

Snake looks around, but there's no sign of him anywhere. This is no surprise, really, as Otacon has his stealth camouflage on.

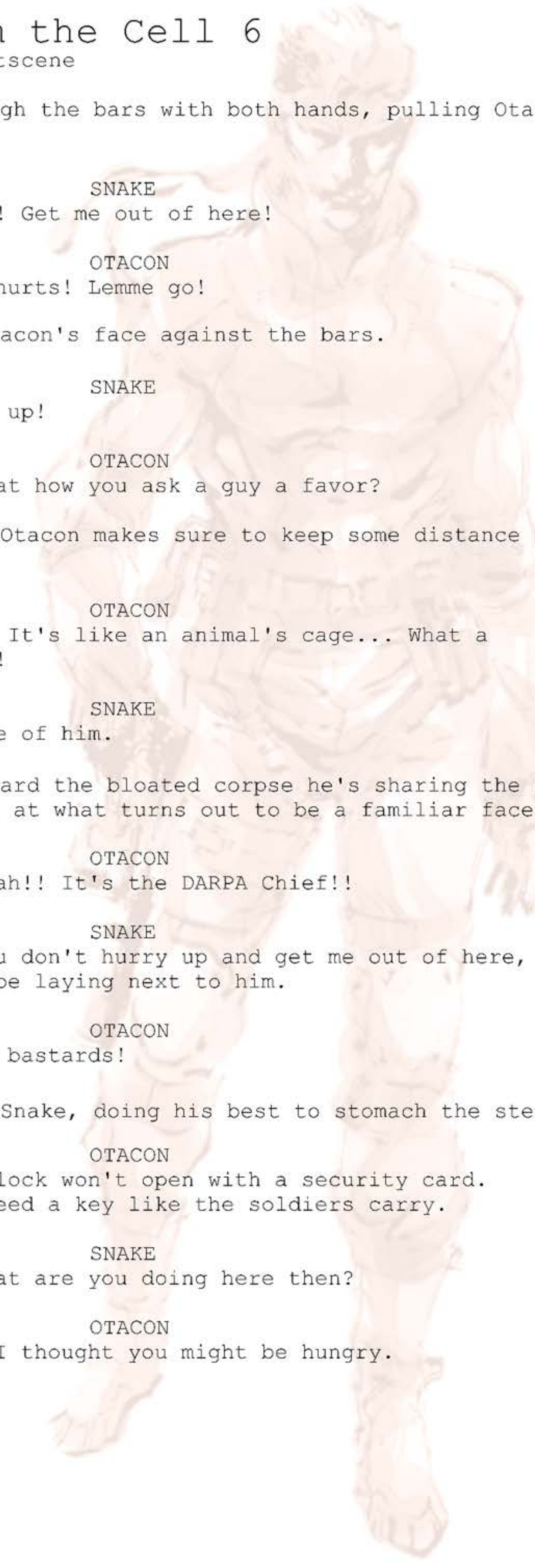
OTACON
It's me!

Otacon turns his camo off, then appears on the other side of the iron bars.

SNAKE
Otacon!

OTACON
Wow! They even captured you!

Snake runs over to the corner of the cell where Otacon is.



Escape from the Cell 6

Otacon Shows Up Cutscene

Snake reaches through the bars with both hands, pulling Otacon toward him.

SNAKE
Hurry! Get me out of here!

OTACON
That hurts! Lemme go!

Snake has pulled Otacon's face against the bars.

SNAKE
Hurry up!

OTACON
Is that how you ask a guy a favor?

Snake lets him go. Otacon makes sure to keep some distance from the door now.

OTACON
Jeez! It's like an animal's cage... What a smell!

SNAKE
'Cause of him.

Snake indicates toward the bloated corpse he's sharing the cell with. Otacon glances over at what turns out to be a familiar face for him.

OTACON
Eeyaaah!! It's the DARPA Chief!!

SNAKE
If you don't hurry up and get me out of here, I'll be laying next to him.

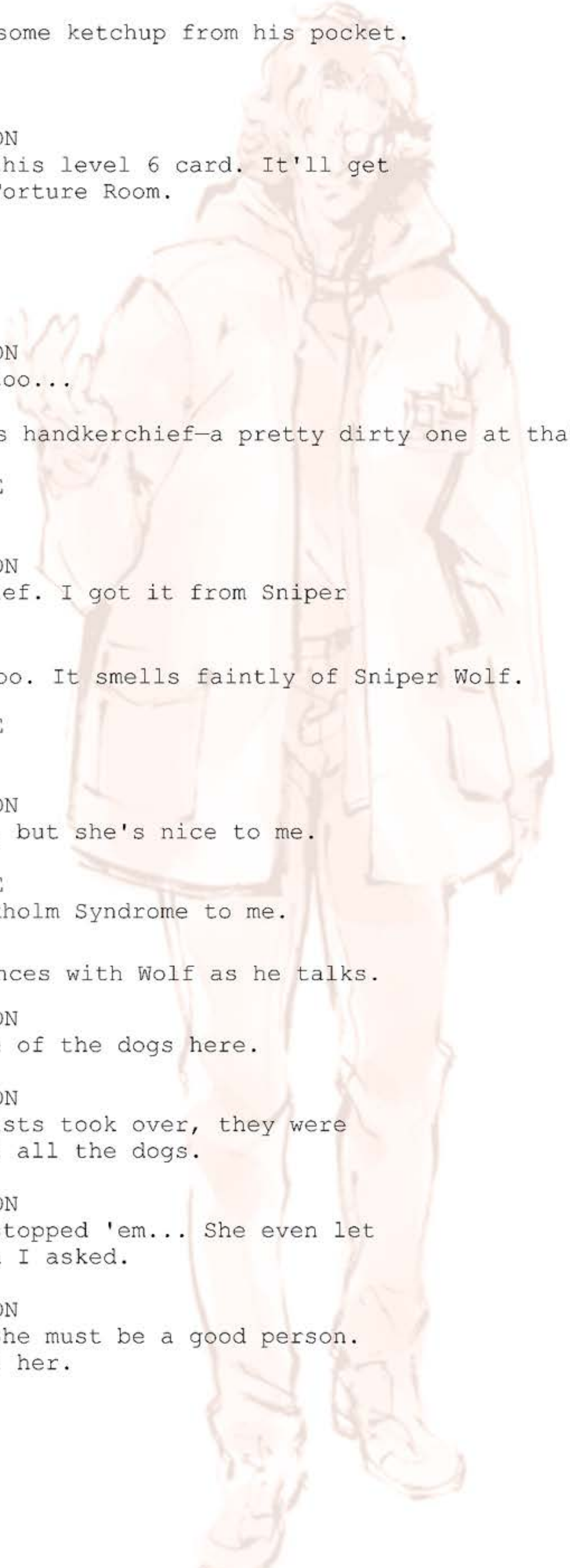
OTACON
Those bastards!

Otacon walks up to Snake, doing his best to stomach the stench.

OTACON
This lock won't open with a security card. You need a key like the soldiers carry.

SNAKE
So what are you doing here then?

OTACON
I... I thought you might be hungry.



OTACON
If you need more food, I can bring some more later.

Otacon takes out a ration and some ketchup from his pocket.

Snake accepts them.

OTACON
Also, I got you this level 6 card. It'll get you out of that Torture Room.

He hands over the card.

Snake takes it.

OTACON
Here, take this too...

Next, Otacon produces a woman's handkerchief—a pretty dirty one at that.

SNAKE
What's this?

OTACON
It's a handkerchief. I got it from Sniper Wolf.

Snake takes the handkerchief too. It smells faintly of Sniper Wolf.

SNAKE
Why?

OTACON
I don't know why, but she's nice to me.

SNAKE
Sounds like Stockholm Syndrome to me.

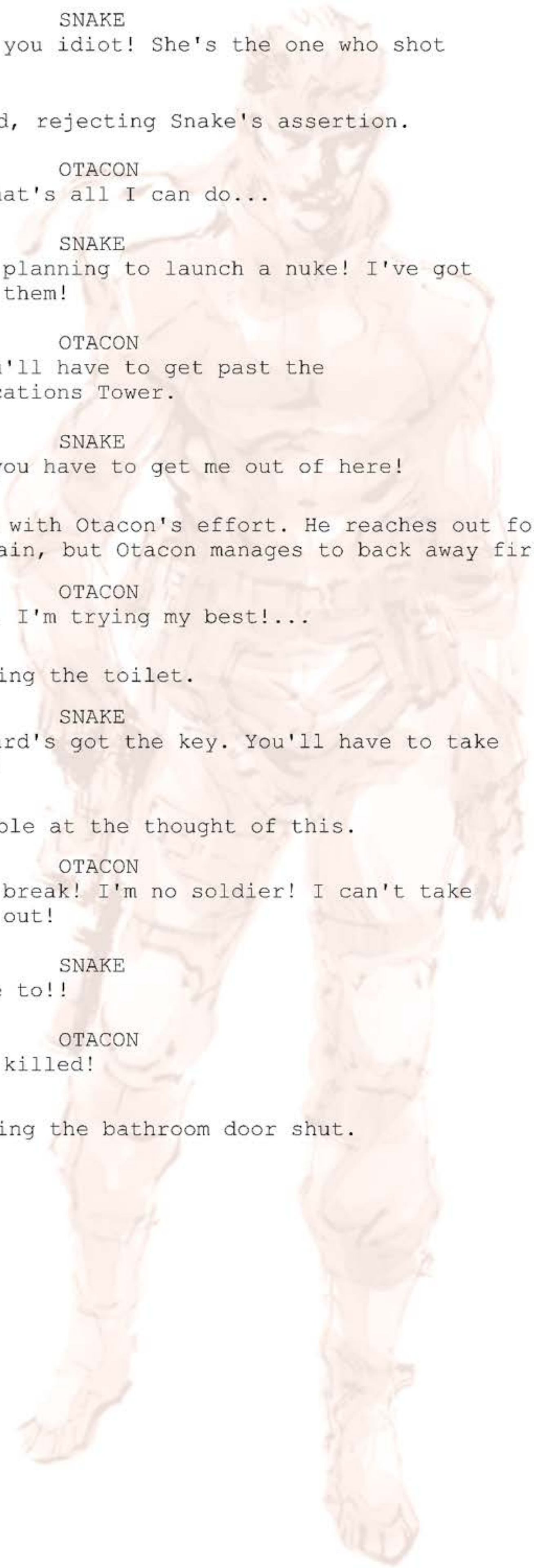
Otacon reflects on his experiences with Wolf as he talks.

OTACON
I was taking care of the dogs here.

OTACON
After the terrorists took over, they were planning to shoot all the dogs.

OTACON
But Sniper Wolf stopped 'em... She even let me feed them when I asked.

OTACON
She likes dogs. She must be a good person. Please don't hurt her.



SNAKE
Wake up you idiot! She's the one who shot Meryl!

Otacon shakes his head, rejecting Snake's assertion.

OTACON
Well, that's all I can do...

SNAKE
They're planning to launch a nuke! I've got to stop them!

OTACON
Then you'll have to get past the Communications Tower.

SNAKE
First, you have to get me out of here!

Snake isn't satisfied with Otacon's effort. He reaches out for him, trying to grab him again, but Otacon manages to back away first.

OTACON
C'mon... I'm trying my best!...

Sound of Johnny flushing the toilet.

SNAKE
That guard's got the key. You'll have to take him out!

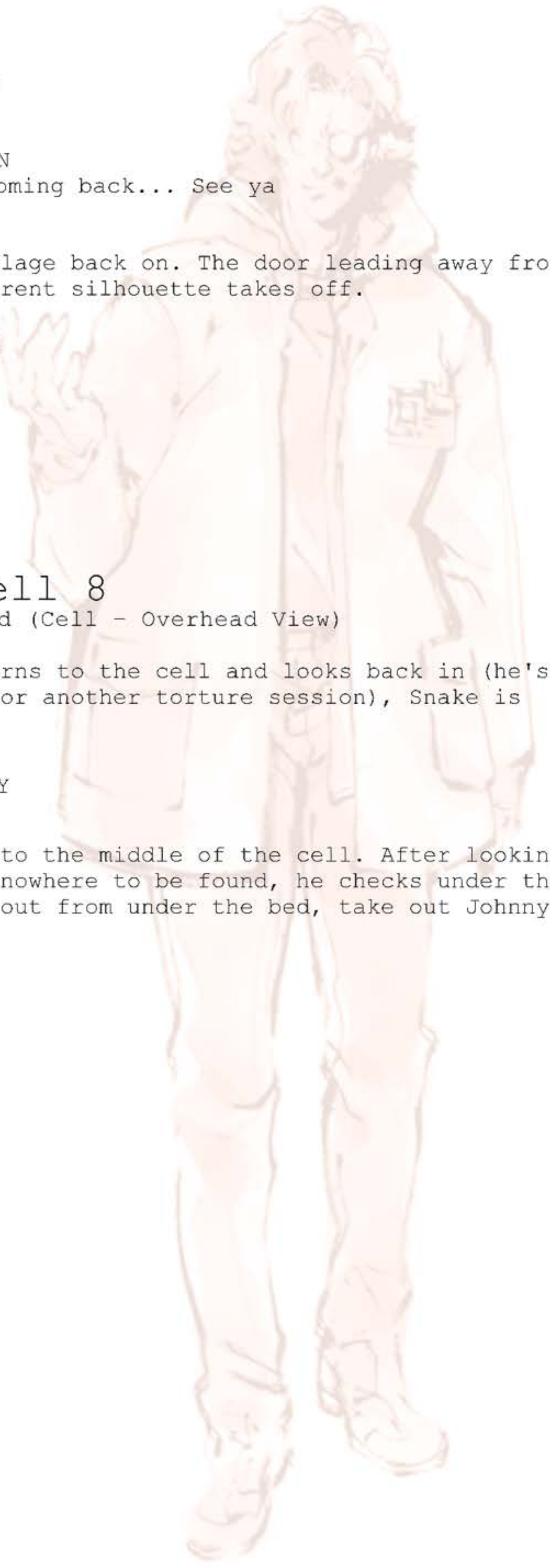
Otacon starts to tremble at the thought of this.

OTACON
Gimme a break! I'm no soldier! I can't take anybody out!

SNAKE
You have to!!

OTACON
I'll be killed!

Sound of Johnny slamming the bathroom door shut.



Escape from the Cell 7

Otacon Takes Off Cutscene (Cell)

Overhead view.

SNAKE

?

OTACON

Oh jeez... He's coming back... See ya later...

Otacon turns his stealth camouflage back on. The door leading away from the cell opens, and his transparent silhouette takes off.

SNAKE

Wait.

But Otacon isn't coming back.

Snake is alone once again.

Escape from the Cell 8

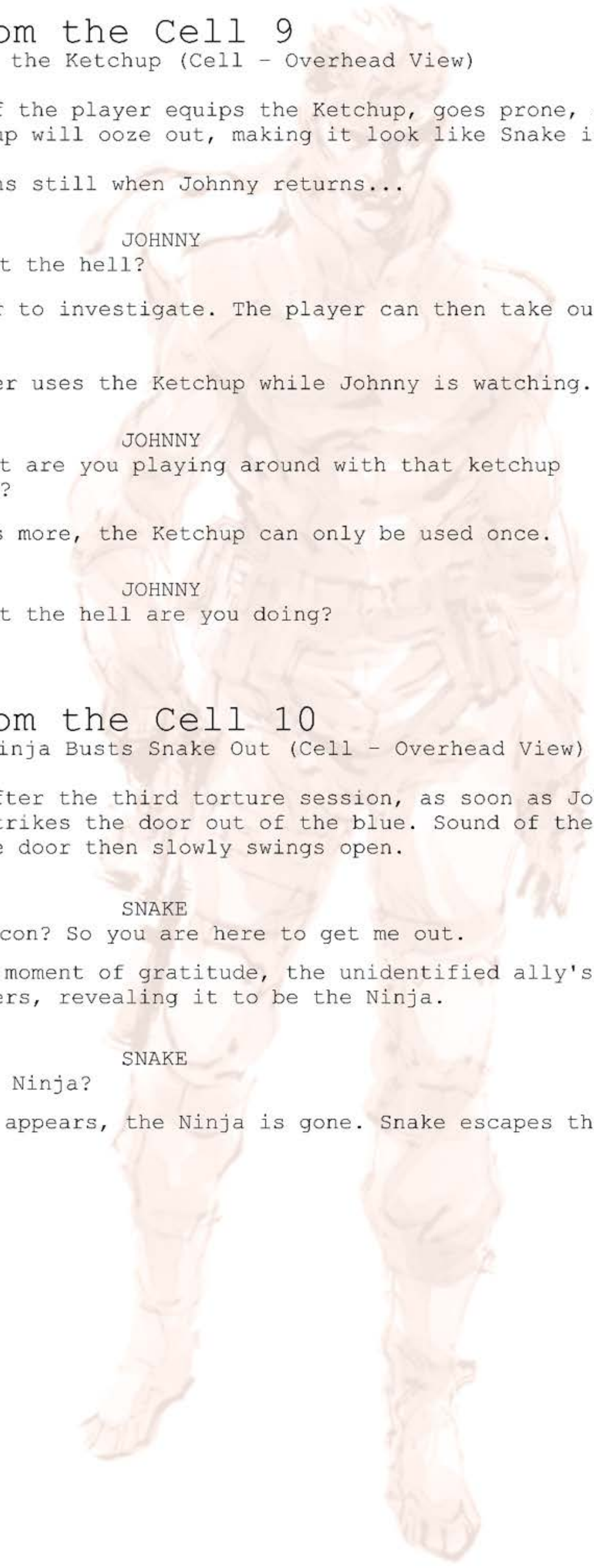
Escape 1 - Hiding Under the Bed (Cell - Overhead View)

Overhead view. When Johnny returns to the cell and looks back in (he's there to bring Snake back out for another torture session), Snake is hiding under the bed.

JOHNNY

Ha!? He's gone!

He opens the door and storms into the middle of the cell. After looking everywhere and seeing Snake is nowhere to be found, he checks under the bed. The player can then crawl out from under the bed, take out Johnny, and escape.



Escape from the Cell 9

Escape 2 - Using the Ketchup (Cell - Overhead View)

Overhead view. If the player equips the Ketchup, goes prone, and remains still, the ketchup will ooze out, making it look like Snake is bleeding.

*If player remains still when Johnny returns...

JOHNNY
What the hell?

He opens the door to investigate. The player can then take out Johnny and escape.

*But if the player uses the Ketchup while Johnny is watching...

JOHNNY
What are you playing around with that ketchup for?

He laughs. What's more, the Ketchup can only be used once.

JOHNNY
What the hell are you doing?

Escape from the Cell 10

Escape 3 - The Ninja Busts Snake Out (Cell - Overhead View)

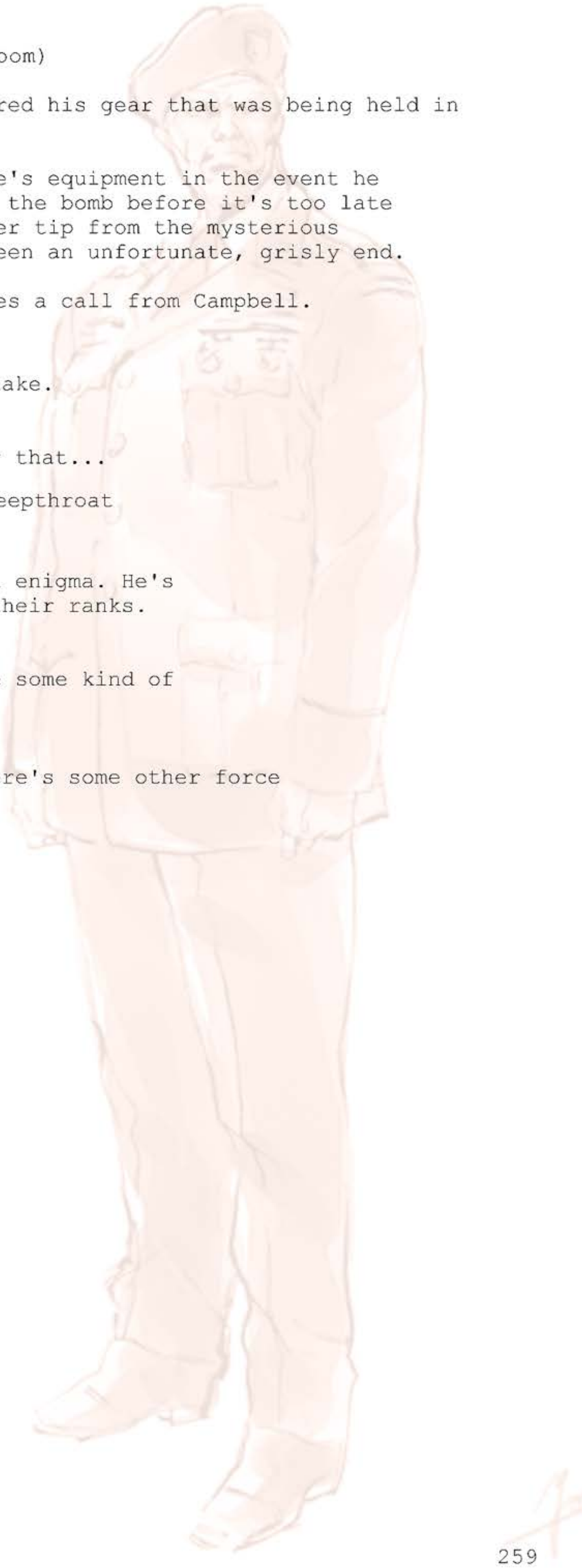
Overhead view. After the third torture session, as soon as Johnny is gone something strikes the door out of the blue. Sound of the doorknob being broken. The door then slowly swings open.

SNAKE
Otacon? So you are here to get me out.

After a fleeting moment of gratitude, the unidentified ally's stealth camouflage flickers, revealing it to be the Ninja.

SNAKE
The Ninja?

As quickly as he appears, the Ninja is gone. Snake escapes the cell.



Ocelot's Trap 1

Post-Explosion Codec Call (Torture Room)

Snake has escaped the cell and recovered his gear that was being held in the torture room.

But Ocelot hid a time bomb among Snake's equipment in the event he managed to break out. Snake discovers the bomb before it's too late—either by himself or thanks to another tip from the mysterious Deepthroat—avoiding what would have been an unfortunate, grisly end.

After the bomb explodes, Snake receives a call from Campbell.

CAMPBELL
That was a close one, Snake.

SNAKE
Ocelot... you'll pay for that...

*If player heard the Codec tip from Deepthroat

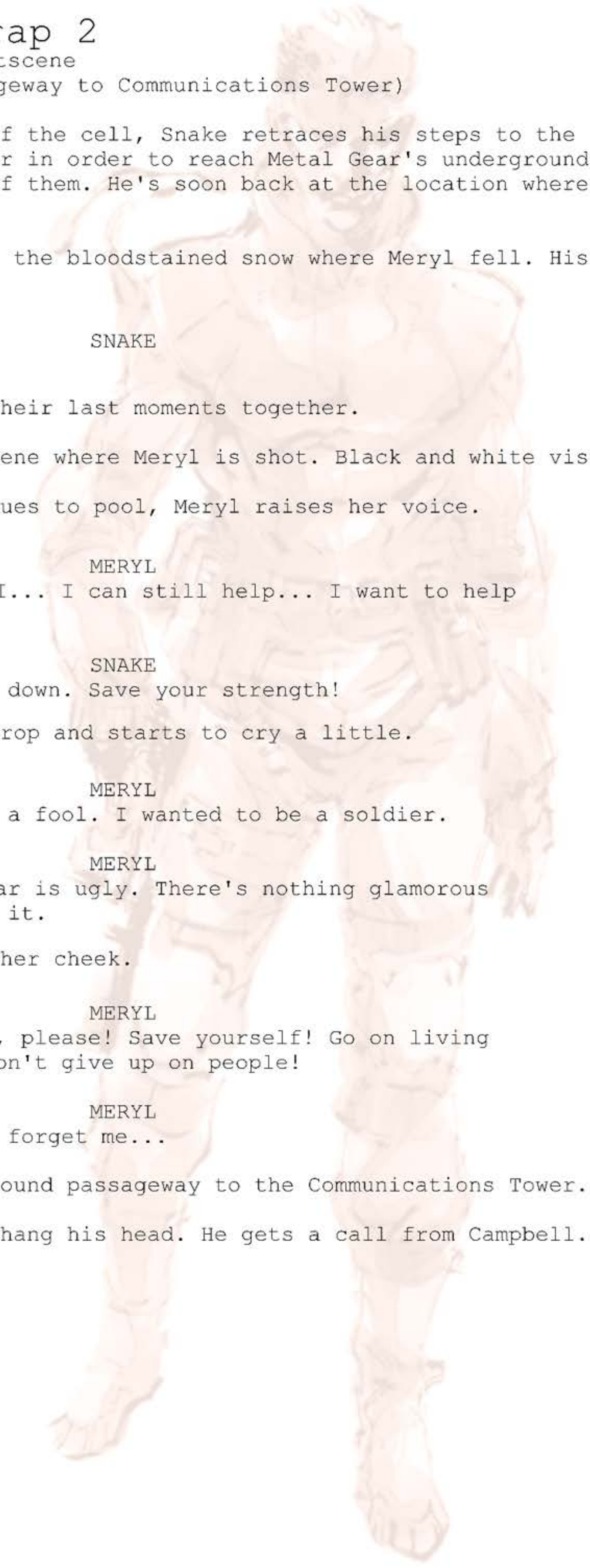
SNAKE
That Deepthroat's a real enigma. He's definitely from inside their ranks.

CAMPBELL
Is he an informer? Maybe some kind of renegade?

CAMPBELL
I've got the feeling there's some other force at work here.

Ocelot's Trap 2

Meryl Flashback Cutscene
(Underground Passageway to Communications Tower)



Having busted out of the cell, Snake retraces his steps to the Communications Tower in order to reach Metal Gear's underground hangar on the other side of them. He's soon back at the location where Meryl was shot.

Snake stands beside the bloodstained snow where Meryl fell. His head drops.

SNAKE
...

He thinks back to their last moments together.

Flashback to the scene where Meryl is shot. Black and white visuals.

As the blood continues to pool, Meryl raises her voice.

MERYL
I... I... I can still help... I want to help you!

SNAKE
Quiet down. Save your strength!

She lets her head drop and starts to cry a little.

MERYL
I was a fool. I wanted to be a soldier.

MERYL
But war is ugly. There's nothing glamorous about it.

Big tears run down her cheek.

MERYL
Snake, please! Save yourself! Go on living and don't give up on people!

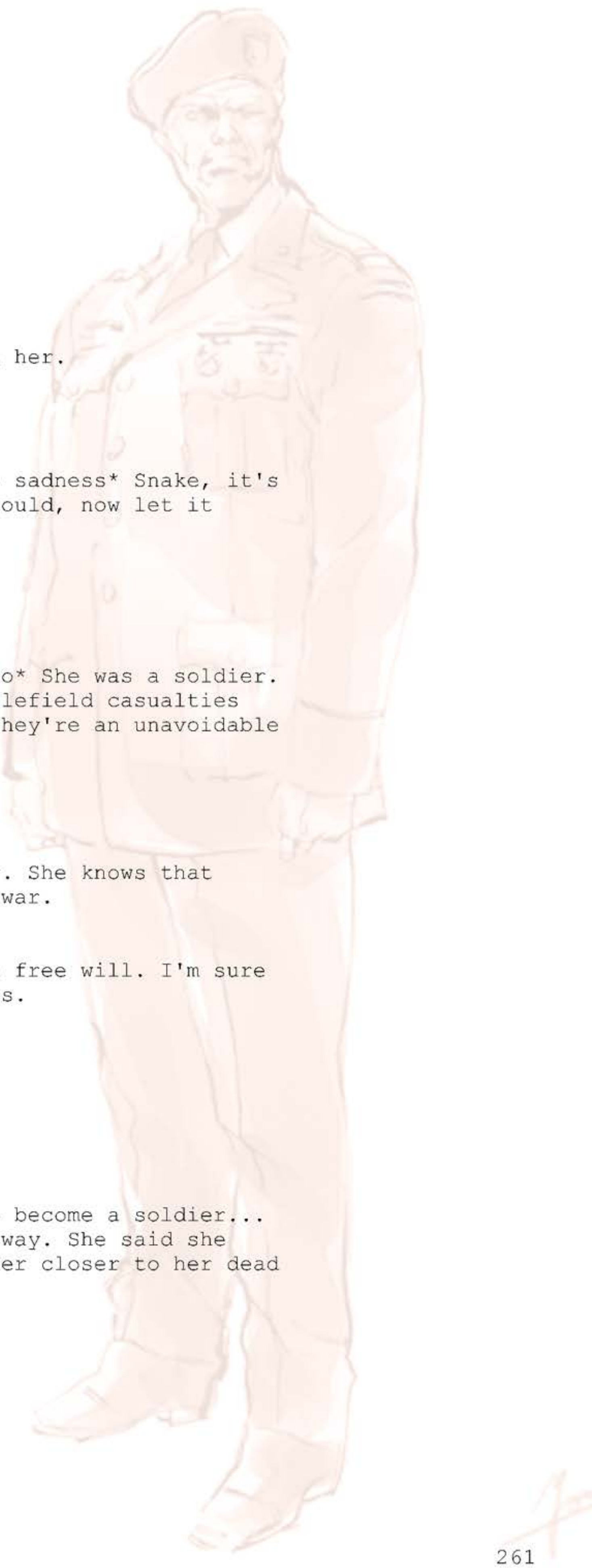
MERYL
Don't forget me...

Back to the underground passageway to the Communications Tower.

Snake continues to hang his head. He gets a call from Campbell.

Snake answers.

Ocelot's Trap 3
Naomi's Upbringing Codec Call



CAMPBELL

Snake, about Meryl...

SNAKE

Colonel, I'm sorry...

CAMPBELL

Listen to me.

SNAKE

I wasn't able to protect her.

*If Meryl is dead

CAMPBELL

tryng to force away his sadness Snake, it's okay. You did what you could, now let it rest.

SNAKE

Colonel...

CAMPBELL

saying it to himself too She was a soldier. She knew the risks. Battlefield casualties are always tragic, but they're an unavoidable part of war.

*If Meryl is alive

CAMPBELL

Snake... she's a soldier. She knows that prisoners are a part of war.

CAMPBELL

She joined up of her own free will. I'm sure she was prepared for this.

SNAKE

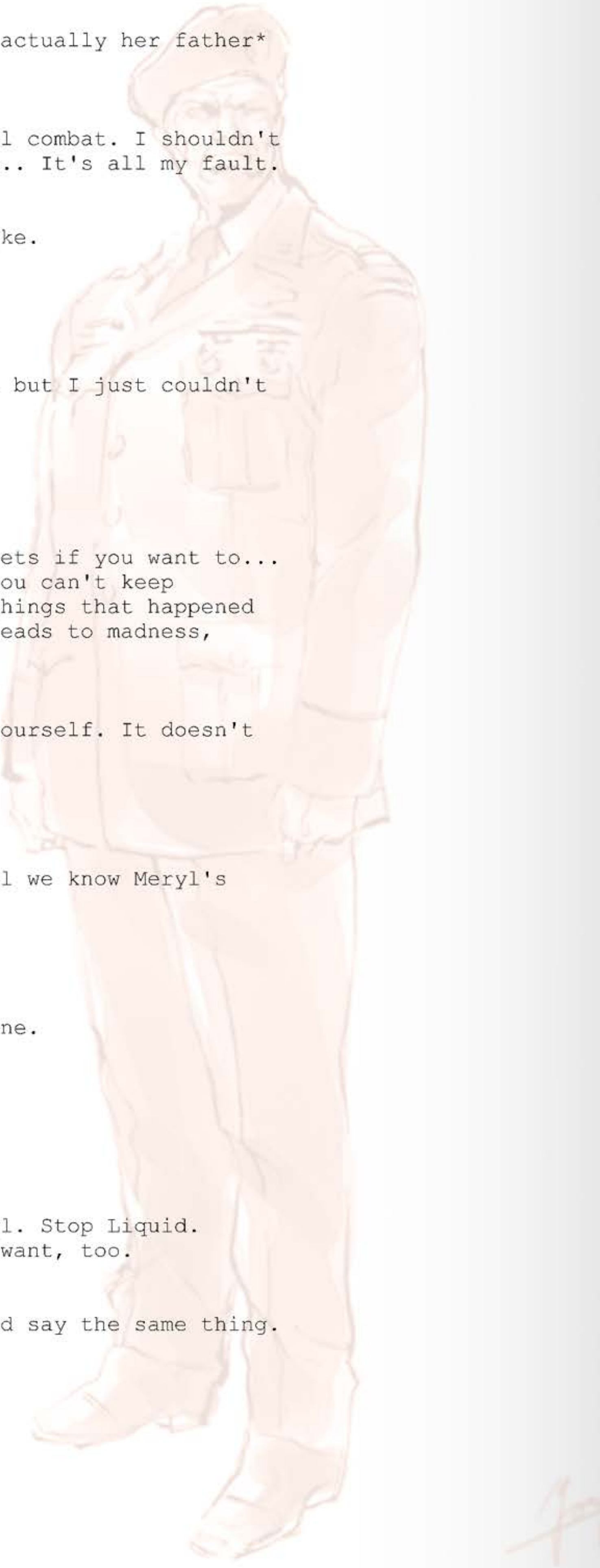
No. You're wrong...

CAMPBELL

...?

SNAKE

Meryl thought she had to become a soldier... thought it was the only way. She said she thought it would bring her closer to her dead father.



CAMPBELL
surprised because he's actually her father
She said that!?

SNAKE
She wasn't ready for real combat. I shouldn't have pushed her so hard... It's all my fault.

MASTER
That's not like you, Snake.

CAMPBELL
Master? What is it?

MASTER
Sorry for eavesdropping, but I just couldn't listen anymore.

SNAKE
Master...

MASTER
Snake, you can have regrets if you want to... It's only natural. But you can't keep attacking yourself for things that happened in the past. That road leads to madness, believe me.

MEI LING
He's right. Don't kick yourself. It doesn't suit a legend like you.

*If Meryl is dead

MEI LING
And besides that, for all we know Meryl's okay, right?

*If Meryl is alive

MEI LING
I'm sure Meryl's just fine.

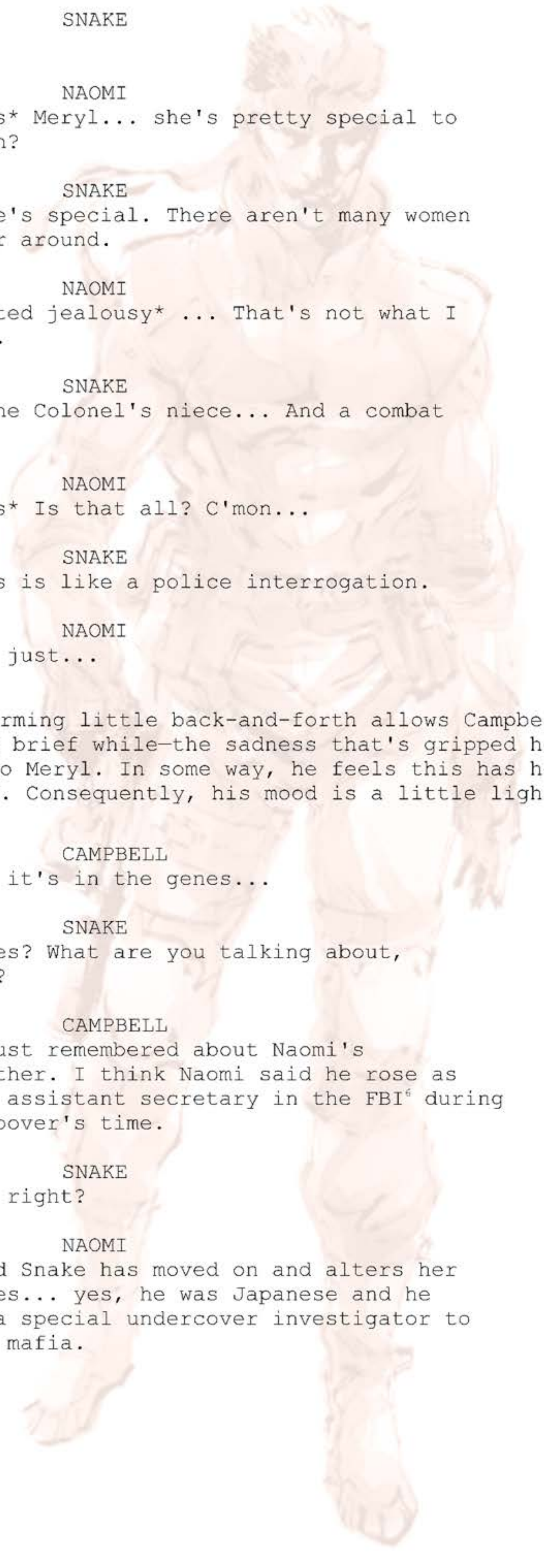
*End of branching dialogue

SNAKE
Mei Ling...

CAMPBELL
Snake, forget about Meryl. Stop Liquid. That's what Meryl would want, too.

SNAKE
You're right. Meryl would say the same thing.

NAOMI
...Snake?



SNAKE
What?

NAOMI
jealous Meryl... she's pretty special to you, huh?

SNAKE
Yes, she's special. There aren't many women like her around.

NAOMI
irritated jealousy ... That's not what I meant...

SNAKE
She's the Colonel's niece... And a combat buddy.

NAOMI
jealous Is that all? C'mon...

SNAKE
... This is like a police interrogation.

NAOMI
No... I just...

Snake and Naomi's charming little back-and-forth allows Campbell to forget—at least for a brief while—the sadness that's gripped him ever since what happened to Meryl. In some way, he feels this has helped him pull himself together. Consequently, his mood is a little lighter than it's been recently.

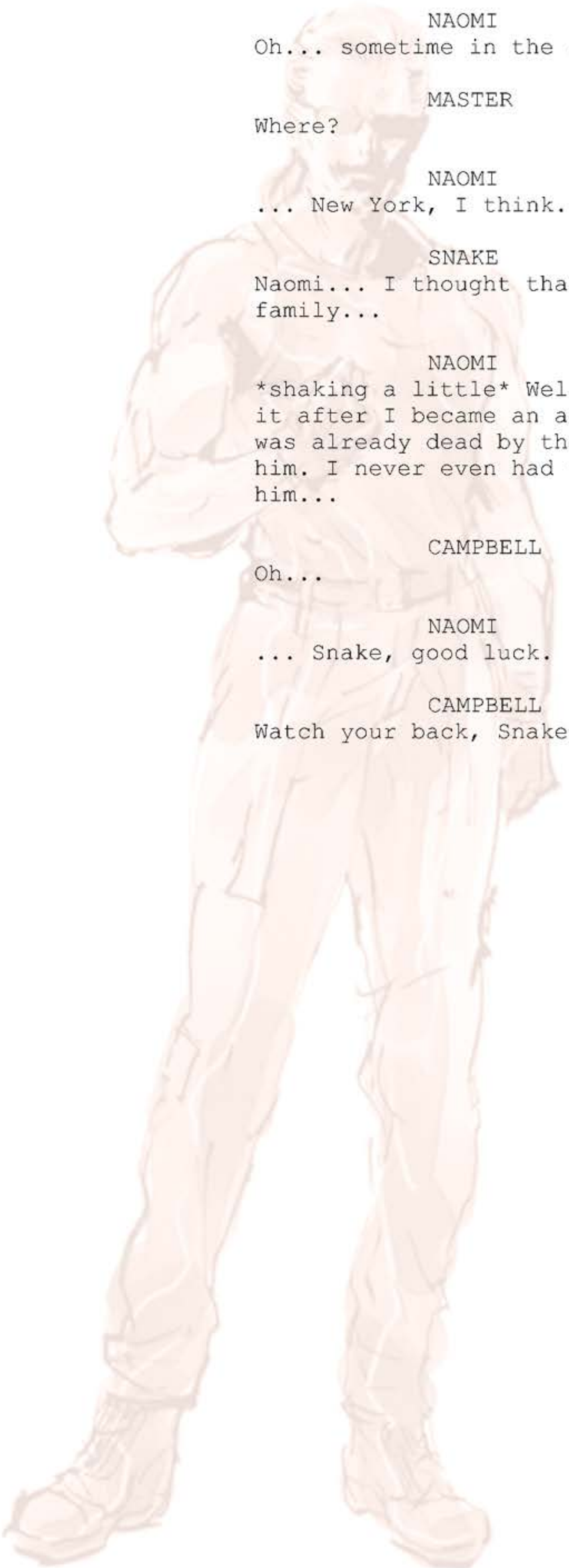
CAMPBELL
I guess it's in the genes...

SNAKE
The genes? What are you talking about, Colonel?

CAMPBELL
No, I just remembered about Naomi's grandfather. I think Naomi said he rose as high as assistant secretary in the FBI[6] during Edgar Hoover's time.

SNAKE
Is that right?

NAOMI
shocked Snake has moved on and alters her lies Yes... yes, he was Japanese and he became a special undercover investigator to nab the mafia.



MASTER
When was that?

NAOMI
Oh... sometime in the 50's, I guess.

MASTER
Where?

NAOMI
... New York, I think...

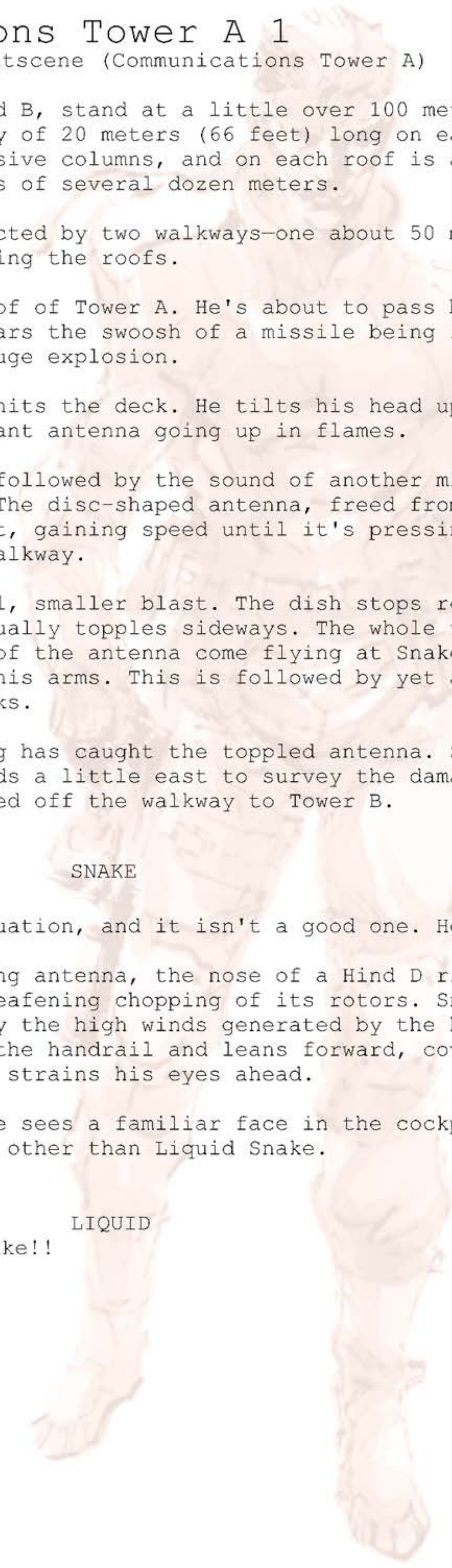
SNAKE
Naomi... I thought that you didn't have any family...

NAOMI
shaking a little Well... I... I researched it after I became an adult. My grandfather was already dead by the time I learned about him. I never even had the chance to meet him...

CAMPBELL
Oh...

NAOMI
... Snake, good luck.

CAMPBELL
Watch your back, Snake.



Communications Tower A 1

Antenna Explosion Cutscene (Communications Tower A)

The two towers, A and B, stand at a little over 100 meters (328 feet) tall and are just shy of 20 meters (66 feet) long on each side. They're supported by two massive columns, and on each roof is a large parabolic antenna with a radius of several dozen meters.

The towers are connected by two walkways—one about 50 meters (164 feet) up, and another linking the roofs.

Snake reaches the roof of Tower A. He's about to pass by its antenna when suddenly, he hears the swoosh of a missile being launched, which is soon followed by a huge explosion.

Snake instinctively hits the deck. He tilts his head up slightly, giving him a look at the giant antenna going up in flames.

This is immediately followed by the sound of another missile launch and a second explosion. The disc-shaped antenna, freed from its anchors, starts to slowly tilt, gaining speed until it's pressing against the steel frame of the walkway.

There's an additional, smaller blast. The dish stops rotating, and the flaming remains gradually topples sideways. The whole tower shakes violently as pieces of the antenna come flying at Snake. He covers his face and torso with his arms. This is followed by yet another explosion and a shower of sparks.

The walkway's railing has caught the toppled antenna. Snake hops over the handrail and heads a little east to survey the damage. The antenna has completely blocked off the walkway to Tower B.

SNAKE

Damn!!

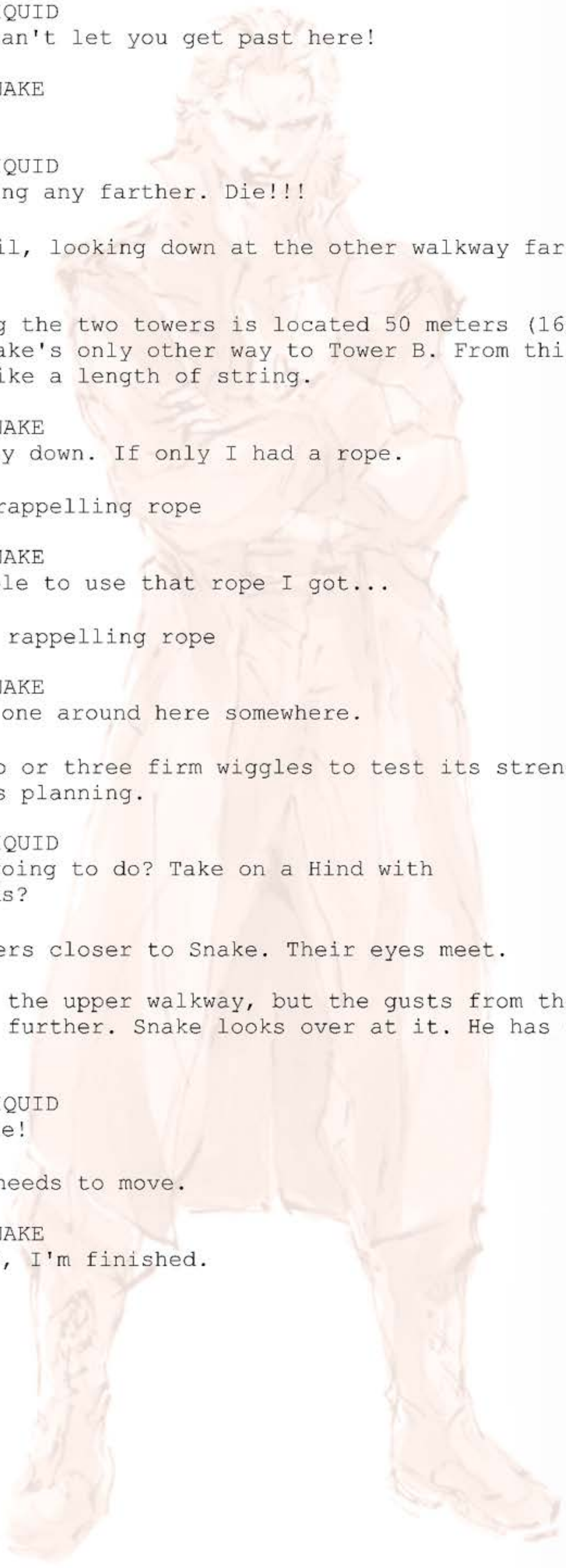
Snake grasps the situation, and it isn't a good one. He stands back up.

Then, past the burning antenna, the nose of a Hind D rises into view, accompanied by the deafening chopping of its rotors. Snake is nearly blown off his feet by the high winds generated by the helicopter. He loops an arm around the handrail and leans forward, covering his face with his hands as he strains his eyes ahead.

Beyond the flames, he sees a familiar face in the cockpit—his own. At the controls is none other than Liquid Snake.

LIQUID

Snaaaaake!!



Liquid yells over the loudspeaker.

LIQUID
I'm afraid I can't let you get past here!

SNAKE
Liquid?

LIQUID
You're not going any farther. Die!!!

Snake leans over the handrail, looking down at the other walkway far below.

The other walkway connecting the two towers is located 50 meters (164 feet) below him. This is Snake's only other way to Tower B. From this height, the walkway looks like a length of string.

SNAKE
It's a long way down. If only I had a rope.

*If player already has the rappelling rope

SNAKE
I should be able to use that rope I got...

*If player doesn't have the rappelling rope

SNAKE
There must be one around here somewhere.

Snake gives the handrail two or three firm wiggles to test its strength. Liquid wonders what Snake is planning.

LIQUID
What are you going to do? Take on a Hind with your bare hands?

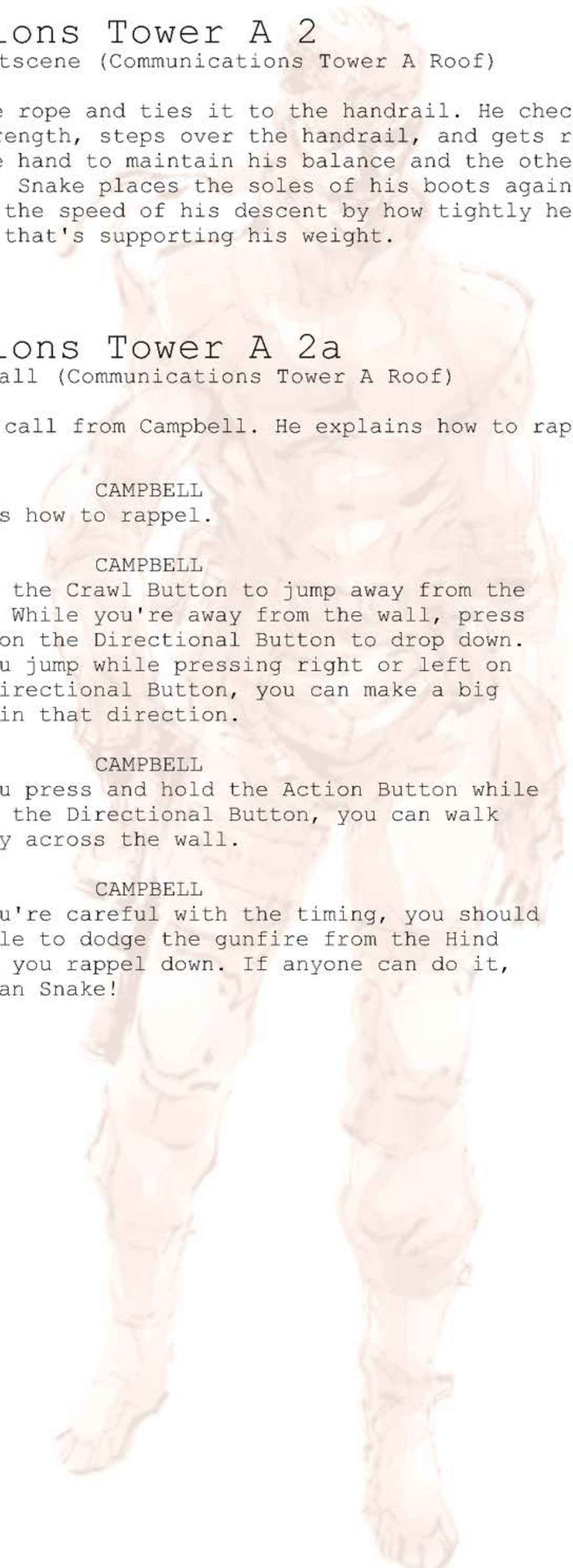
Out of patience, Liquid hovers closer to Snake. Their eyes meet.

The antenna was balanced on the upper walkway, but the gusts from the Hind are causing it to tilt further. Snake looks over at it. He has to make a decision.

LIQUID
Now you're mine!

Whatever he decides, Snake needs to move.

SNAKE
If I stay here, I'm finished.



Communications Tower A 2

Rappelling Prep Cutscene (Communications Tower A Roof)

Snake takes out the rope and ties it to the handrail. He checks the knot, tests its strength, steps over the handrail, and gets ready to rappel. He uses one hand to maintain his balance and the other to support his weight. Snake places the soles of his boots against the tower, controlling the speed of his descent by how tightly he grips the rope with the hand that's supporting his weight.

Communications Tower A 2a

Rappelling Codec Call (Communications Tower A Roof)

Mandatory incoming call from Campbell. He explains how to rappel.

CAMPBELL

Here's how to rappel.

CAMPBELL

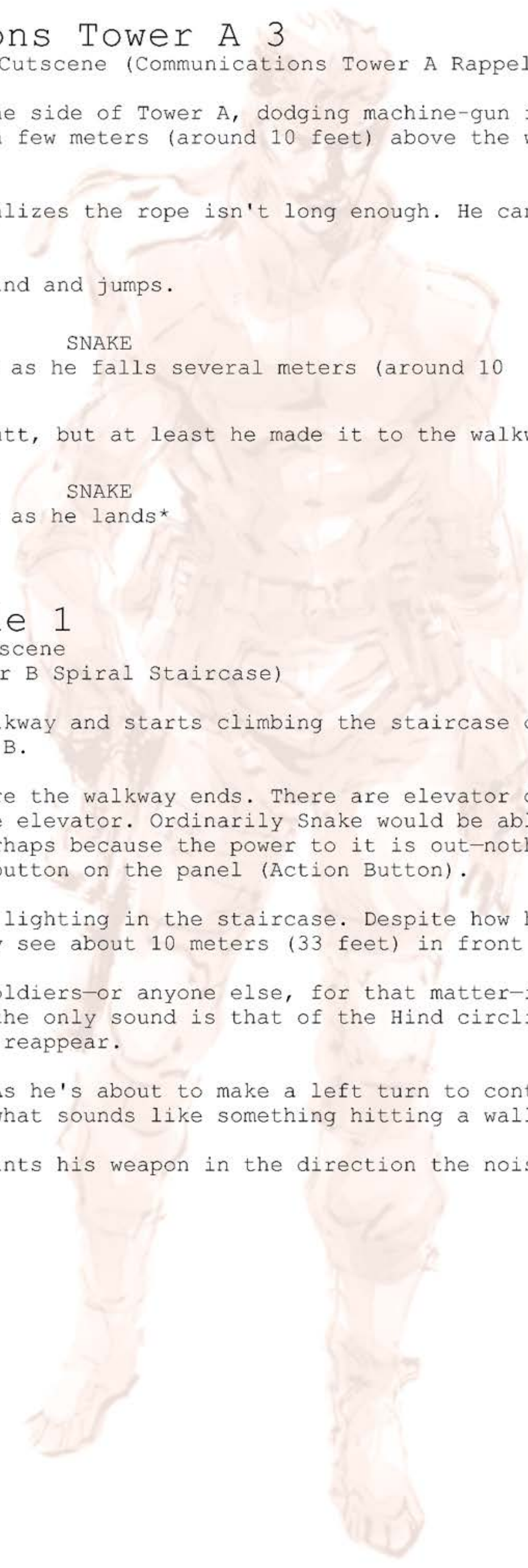
Press the Crawl Button to jump away from the wall. While you're away from the wall, press down on the Directional Button to drop down. If you jump while pressing right or left on the Directional Button, you can make a big jump in that direction.

CAMPBELL

If you press and hold the Action Button while using the Directional Button, you can walk slowly across the wall.

CAMPBELL

If you're careful with the timing, you should be able to dodge the gunfire from the Hind while you rappel down. If anyone can do it, you can Snake!



Communications Tower A 3

Rappelling Complete Cutscene (Communications Tower A Rappelling)

Snake rappels down the side of Tower A, dodging machine-gun fire from the Hind. He's just a few meters (around 10 feet) above the walkway he needs to reach.

It's then that he realizes the rope isn't long enough. He can't continue down it any further.

Snake makes up his mind and jumps.

SNAKE
shouts as he falls several meters (around 10 feet)

Snake lands on his butt, but at least he made it to the walkway.

SNAKE
groans as he lands

Hind D Battle 1

Otacon Encounter Cutscene
(Communications Tower B Spiral Staircase)

Snake crosses the walkway and starts climbing the staircase of Communications Tower B.

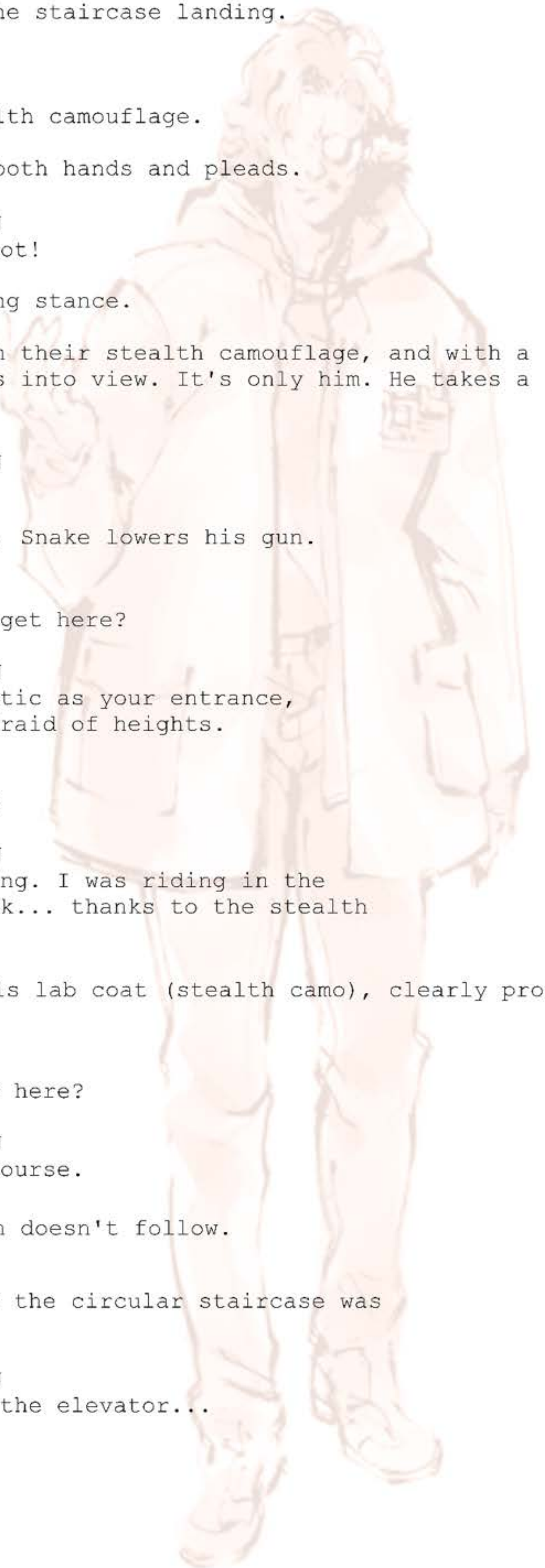
He starts on B4, where the walkway ends. There are elevator doors and a panel for calling the elevator. Ordinarily Snake would be able to use the elevator, but—perhaps because the power to it is out—nothing happens when he presses the button on the panel (Action Button).

There is very little lighting in the staircase. Despite how hard he tries, Snake can only see about 10 meters (33 feet) in front of him.

There are no enemy soldiers—or anyone else, for that matter—in the staircase. In fact, the only sound is that of the Hind circling outside, waiting for Snake to reappear.

Snake climbs to B6. As he's about to make a left turn to continue up the staircase, he hears what sounds like something hitting a wall.

Snake immediately points his weapon in the direction the noise came from.



OTACON
Don't shoot!!

A vague figure can be seen on the staircase landing.

Snake is primed to shoot.

The figure is concealed by stealth camouflage.

The humanoid silhouette raises both hands and pleads.

OTACON
It's me! Don't shoot!

But Snake remains in his shooting stance.

The figure presses the switch on their stealth camouflage, and with a visual noise effect, Otacon pops into view. It's only him. He takes a step forward and speaks again.

OTACON
It's me, Snake!!

Confirming it is in fact Otacon, Snake lowers his gun.

SNAKE
Otacon? How'd you get here?

OTACON
It wasn't as dramatic as your entrance, believe me. I'm afraid of heights.

SNAKE
You were watching?

OTACON
Yeah, I was watching. I was riding in the back of their truck... thanks to the stealth camouflage.

Otacon pulls up the bottom of his lab coat (stealth camo), clearly proud of his achievement.

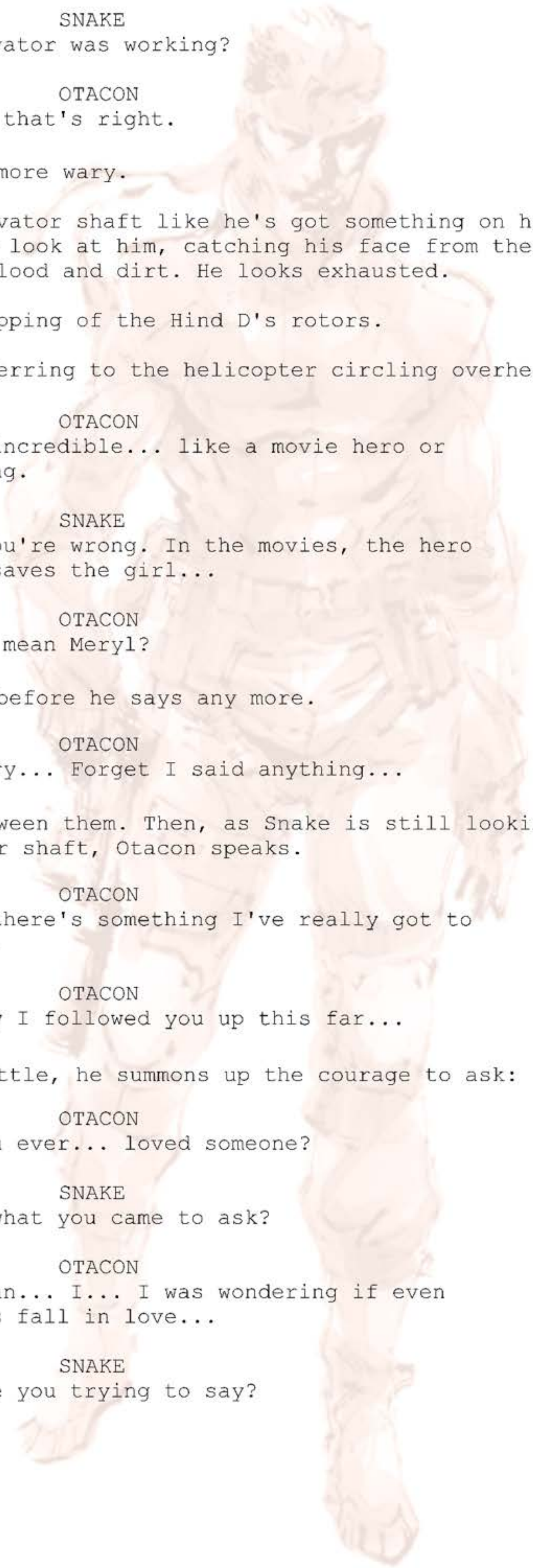
SNAKE
How did you get up here?

OTACON
The elevator, of course.

This gets Snake thinking. Otacon doesn't follow.

SNAKE
The first floor of the circular staircase was destroyed.

OTACON
That's why I took the elevator...



SNAKE
The elevator was working?

OTACON
Yeah... that's right.

Snake grows more and more wary.

He peers down the elevator shaft like he's got something on his mind. Otacon takes a closer look at him, catching his face from the side. Snake is covered in blood and dirt. He looks exhausted.

They can hear the chopping of the Hind D's rotors.

Otacon points up, referring to the helicopter circling overhead.

OTACON
You're incredible... like a movie hero or something.

SNAKE
No... you're wrong. In the movies, the hero always saves the girl...

OTACON
... You mean Meryl?

Otacon stops himself before he says any more.

OTACON
... Sorry... Forget I said anything...

There's a silence between them. Then, as Snake is still looking down the depths of the elevator shaft, Otacon speaks.

OTACON
Snake, there's something I've really got to ask you.

OTACON
It's why I followed you up this far...

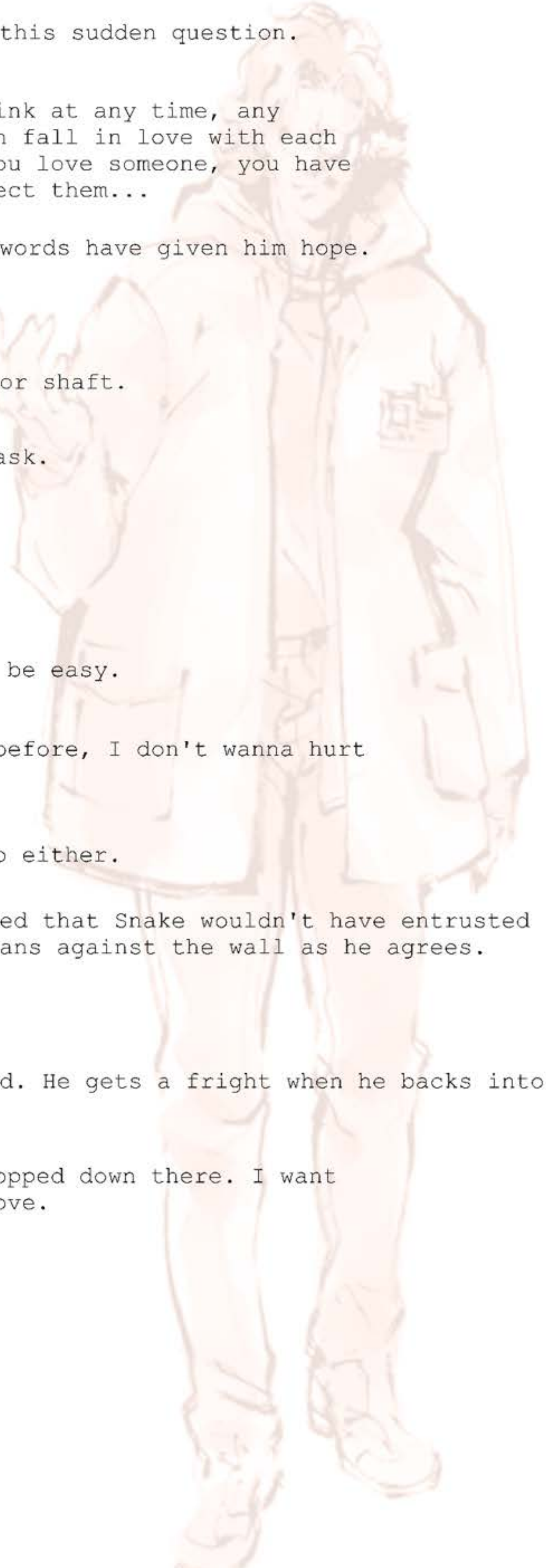
After hesitating a little, he summons up the courage to ask:

OTACON
Have you ever... loved someone?

SNAKE
That's what you came to ask?

OTACON
No I mean... I... I was wondering if even soldiers fall in love...

SNAKE
What are you trying to say?



OTACON
I wanna ask you... Do you think love can bloom even on a battlefield?

Snake is somewhat bewildered by this sudden question.

SNAKE
Yeah... I do. I think at any time, any place... people can fall in love with each other. But... if you love someone, you have to be able to protect them...

Otacon silently agrees. Snake's words have given him hope.

OTACON
I think so too.

Snake looks away from the elevator shaft.

SNAKE
I have a favor to ask.

OTACON
Uh oh.

Otacon winces a little.

SNAKE
Don't worry. It'll be easy.

OTACON
Umm... I told you before, I don't wanna hurt anyone.

SNAKE
I don't want you to either.

A small part of Otacon is offended that Snake wouldn't have entrusted such a task to him anyway. He leans against the wall as he agrees.

OTACON
Okay...

Otacon backs up, shaking his head. He gets a fright when he backs into the wall.

SNAKE
The elevator is stopped down there. I want you to get it to move.

SNAKE
You see?

Shot of the elevator.

OTACON
That's weird.

SNAKE
It was working before, but now it isn't.

OTACON
... Maybe the panel's broken?

SNAKE
Can you fix it?

Otacon stands next to Snake, looking down the elevator shaft. For a moment, he's forgotten all about his fear of heights.

OTACON
It was working before. If it's the mechanism, leave it to me.

They turn and look at each other. Suddenly, the Hind's rotors grow even louder.

Snake indicates above and speaks.

SNAKE
I've got to go and swat a noisy fly.

OTACON
Okay. I'll stay here and hold the fort. Good luck.

Leaving Snake behind, Otacon steps down from the landing onto the stairs. His face is covered with soot and oil.

SNAKE
You really look like hell. Are you okay?

Otacon stops and gives his face a wipe with his hands, his palms scraping across his stubble.

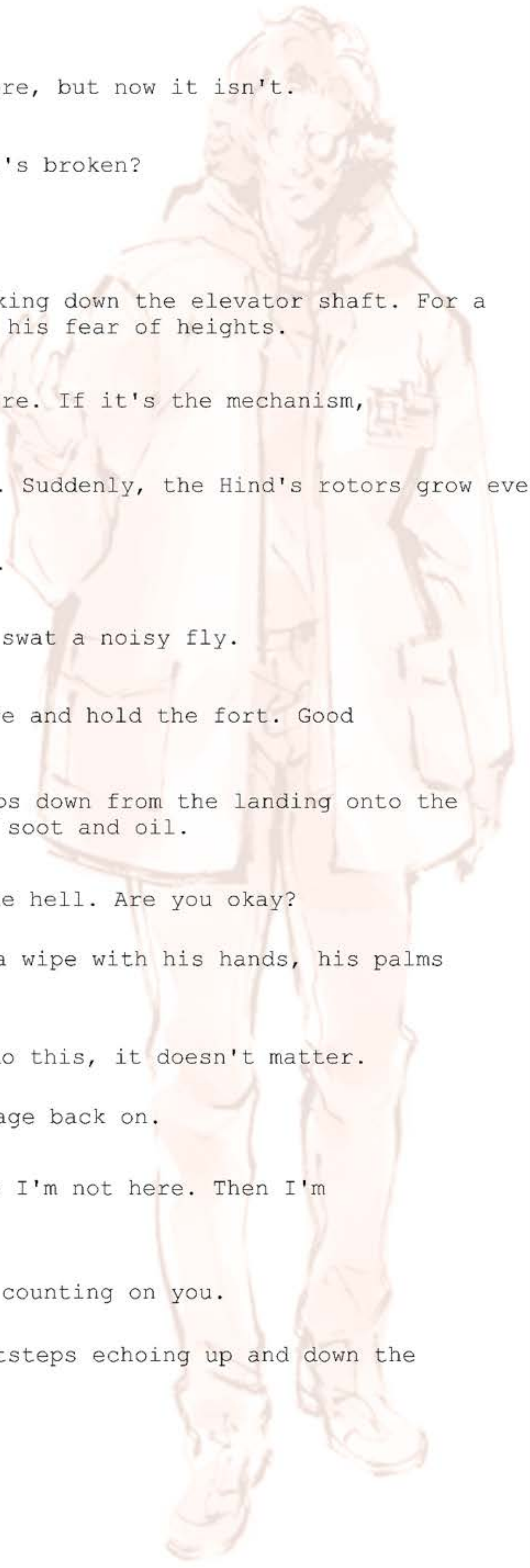
OTACON
Don't worry. If I do this, it doesn't matter.

Otacon turns his stealth camouflage back on.

OTACON
I just pretend like I'm not here. Then I'm not scared.

SNAKE
Strange logic. I'm counting on you.

Otacon heads downstairs, his footsteps echoing up and down the staircase.



Hind D Battle 2

The Hind is Back Cutscene (Communications Tower B Roof)

Snake climbs up Tower B and steps out onto the roof.

There's another explosion as the nose of the Hind D surfaces above the edge of the roof. Liquid is still in the cockpit.

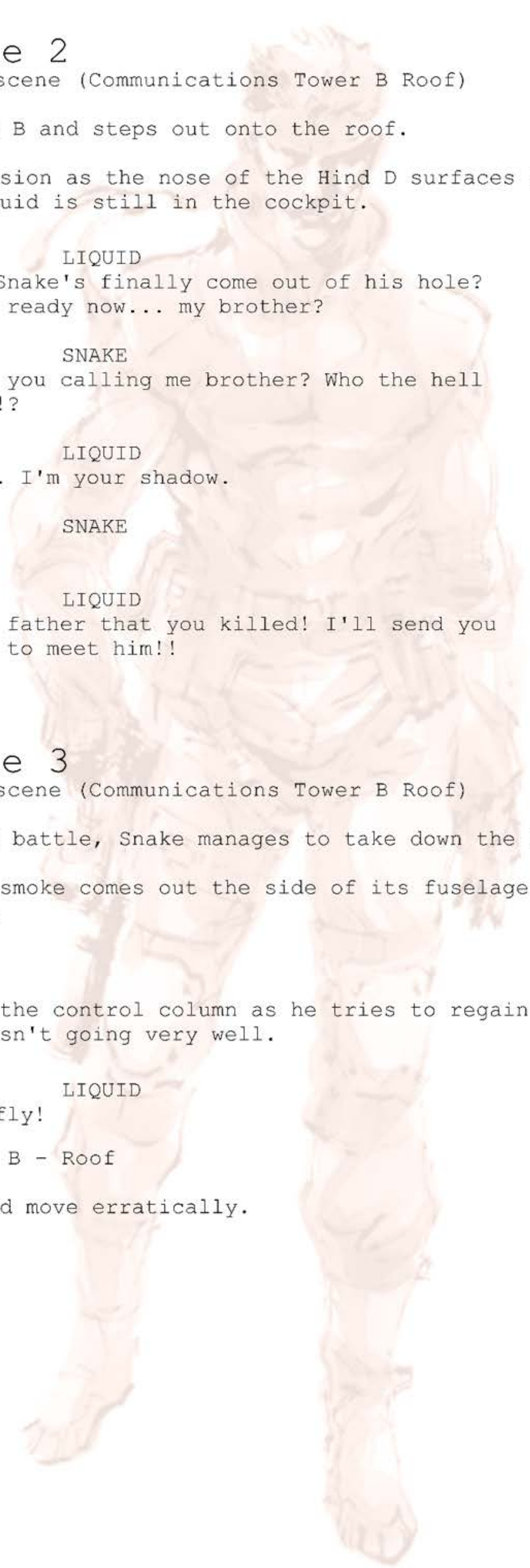
LIQUID
So the Snake's finally come out of his hole? Are you ready now... my brother?

SNAKE
Why are you calling me brother? Who the hell are you!?

LIQUID
I'm you. I'm your shadow.

SNAKE
What!?

LIQUID
Ask the father that you killed! I'll send you to hell to meet him!!



Hind D Battle 3

The Hind Crashes Cutscene (Communications Tower B Roof)

After a long, arduous battle, Snake manages to take down the Hind.

It loses altitude as smoke comes out the side of its fuselage (the engine compartments).

Hind D - Cockpit

Liquid wrestles with the control column as he tries to regain control of the chopper, but it isn't going very well.

LIQUID
C'mon, fly!

Communications Tower B - Roof

Snake watches the Hind move erratically.

Liquid in the Cockpit

The helicopter is losing more and more altitude. Liquid pulls up as hard as he can, trying to avoid crashing into the towers. The instruments are going crazy, warning lights are flashing, an alarm is blaring.

LIQUID
Damn!!

Communications Tower B - Roof

The Hind continues to drop, disappearing from Snake's line of sight on the roof.

Snake runs up to the handrail to maintain a visual, but the Hind, spitting a long trail of black smoke that reduces Snake's visibility to near zero, fades into the darkness of the night.

Hind D - Cockpit POV

The Hind plummets toward the rock-hard Alaskan permafrost.

Liquid looks up at the roof as he goes down, watching Snake recede from view.

LIQUID
Snaaake!!

The Hind then slams into the ground and explodes.

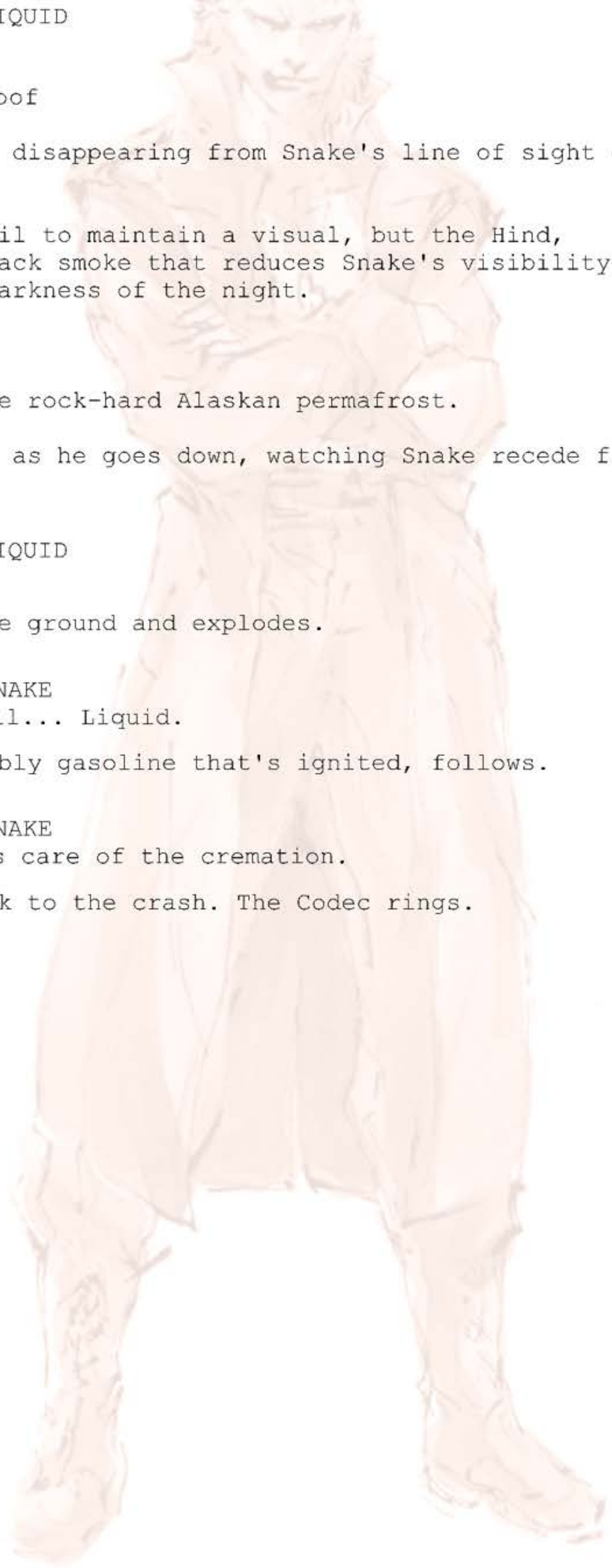
SNAKE
See you in hell... Liquid.

A second explosion, presumably gasoline that's ignited, follows.

SNAKE
... That takes care of the cremation.

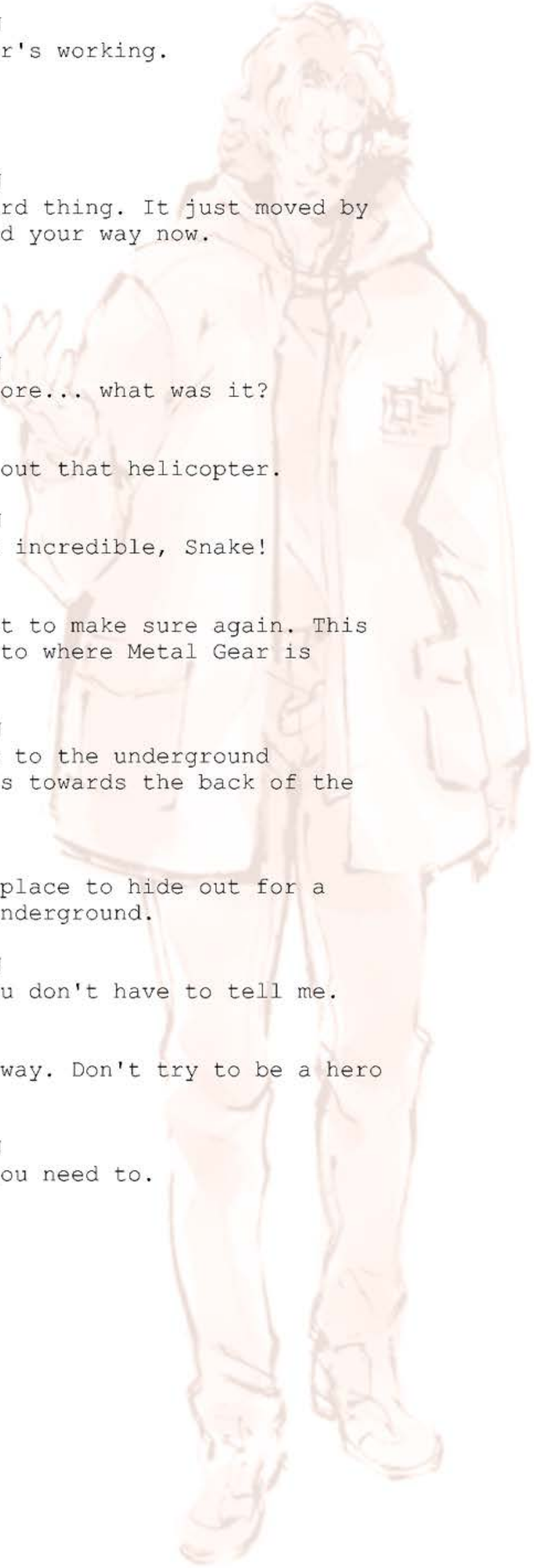
Snake turns around, his back to the crash. The Codec rings.

Snake answers it.



Hind D Battle 4

Post-Hind Crash Codec Call



OTACON
Snake, the elevator's working.

SNAKE
You fixed it?

OTACON
No, that's the weird thing. It just moved by itself. It's headed your way now.

SNAKE
Is that so? Okay.

OTACON
That explosion before... what was it?

SNAKE
Oh, I had to take out that helicopter.

OTACON
Helicopter? That's incredible, Snake!

SNAKE
Listen. I just want to make sure again. This is the way to get to where Metal Gear is being stored?

OTACON
Yeah. The entrance to the underground maintenance base is towards the back of the snowfield ahead.

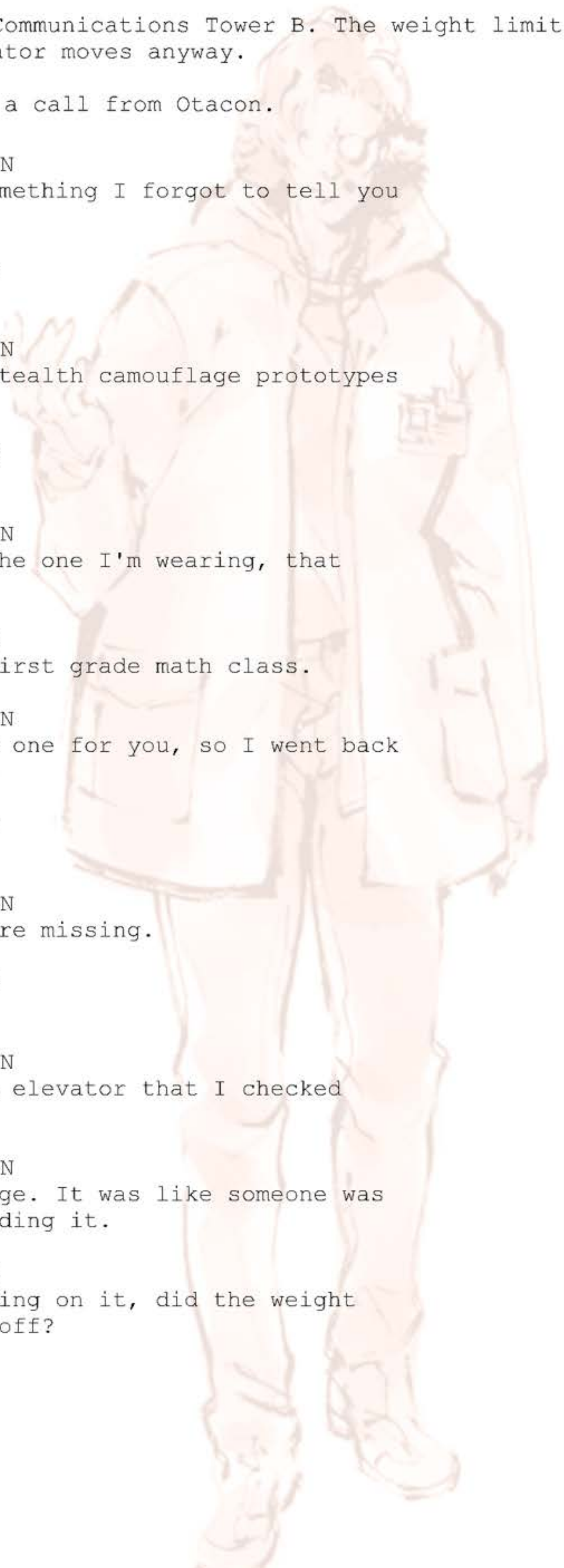
SNAKE
Okay. Find a safe place to hide out for a while. I'm going underground.

OTACON
I know, I know. You don't have to tell me.

SNAKE
And stay outta my way. Don't try to be a hero or anything.

OTACON
Okay, call me if you need to.

Hind D Battle 5
Elevator Codec Call (Communications Tower B Elevator)



Snake gets on the elevator in Communications Tower B. The weight limit warning goes off, but the elevator moves anyway.

A short time later, Snake gets a call from Otacon.

OTACON
Snake, there's something I forgot to tell you before.

SNAKE
What?

OTACON
There were five stealth camouflage prototypes in my lab.

SNAKE
Yeah, so?

OTACON
If you take out the one I'm wearing, that leaves four.

SNAKE
Hey. This isn't first grade math class.

OTACON
I thought I'd get one for you, so I went back to the lab and...

SNAKE
Yeah?

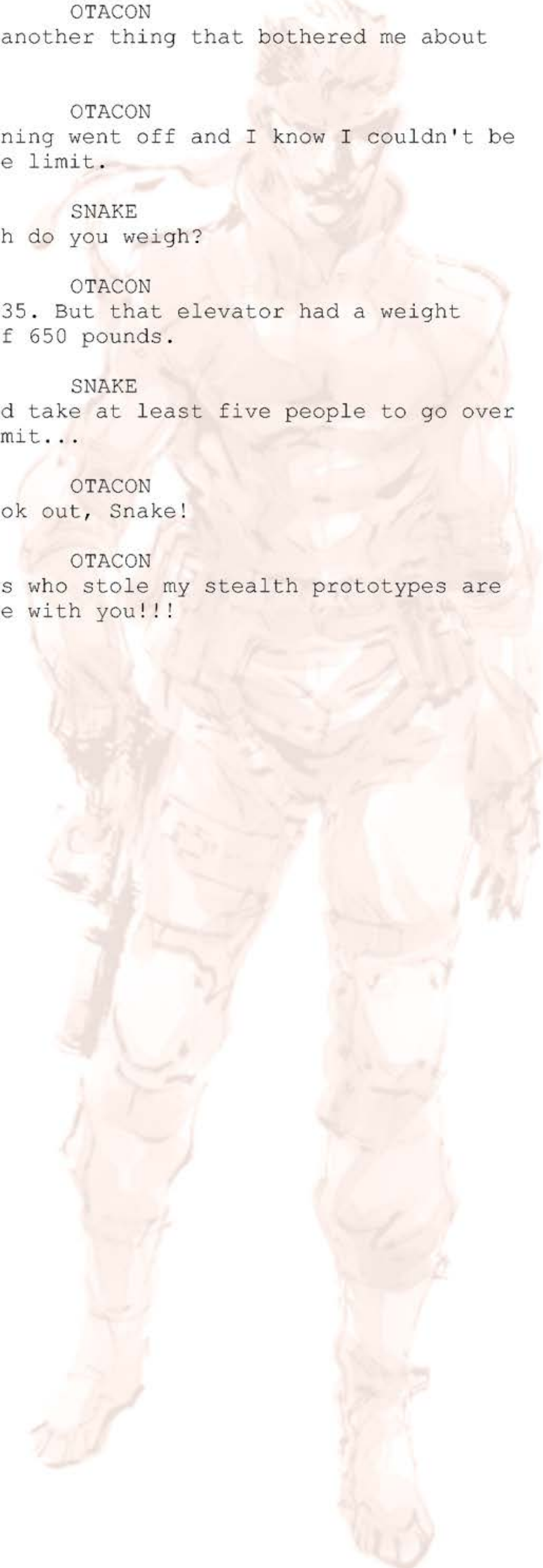
OTACON
The four suits were missing.

SNAKE
...?

OTACON
Also... about the elevator that I checked out...

OTACON
It's really strange. It was like someone was intentionally holding it.

SNAKE
When you were riding on it, did the weight limit warning go off?



OTACON
That's another thing that bothered me about it...

OTACON
The warning went off and I know I couldn't be over the limit.

SNAKE
How much do you weigh?

OTACON
About 135. But that elevator had a weight limit of 650 pounds.

SNAKE
It would take at least five people to go over that limit...

OTACON
L... Look out, Snake!

OTACON
The guys who stole my stealth prototypes are in there with you!!!

Hind D Battle 6

Stealth Camo Soldiers Ambush Cutscene
(Communications Tower B Elevator)

Overhead view.

SOLDIER
Too late, Snake! Now die!

Wolf Battle (2nd) 1

Wolf and Otacon Codec Call (Snowfield)

Snake heads north from Tower B. He steps out into a vast snowfield, an open space situated between mountains and steep cliffs. Between the darkness, the snow that's blowing, and the ice fog, visibility is extremely poor.

As Snake wanders the snowfield in search of the entrance to Metal Gear's underground base, he's hit by sniper fire. He retreats and repositions himself, then gets a call from Otacon.

OTACON
Snake!! Are you okay!?

SNAKE
Otacon! Were there any other stealth prototypes?

OTACON
No. There were only five.

SNAKE
So... this isn't stealth camouflage then...

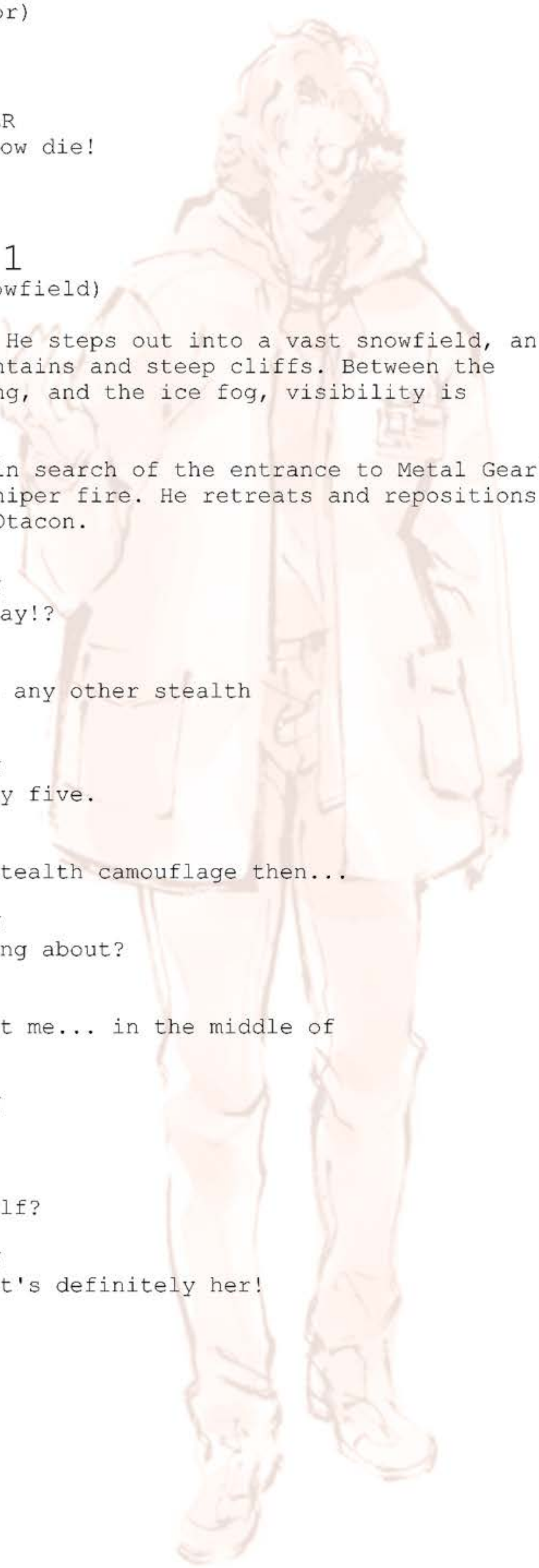
OTACON
What are you talking about?

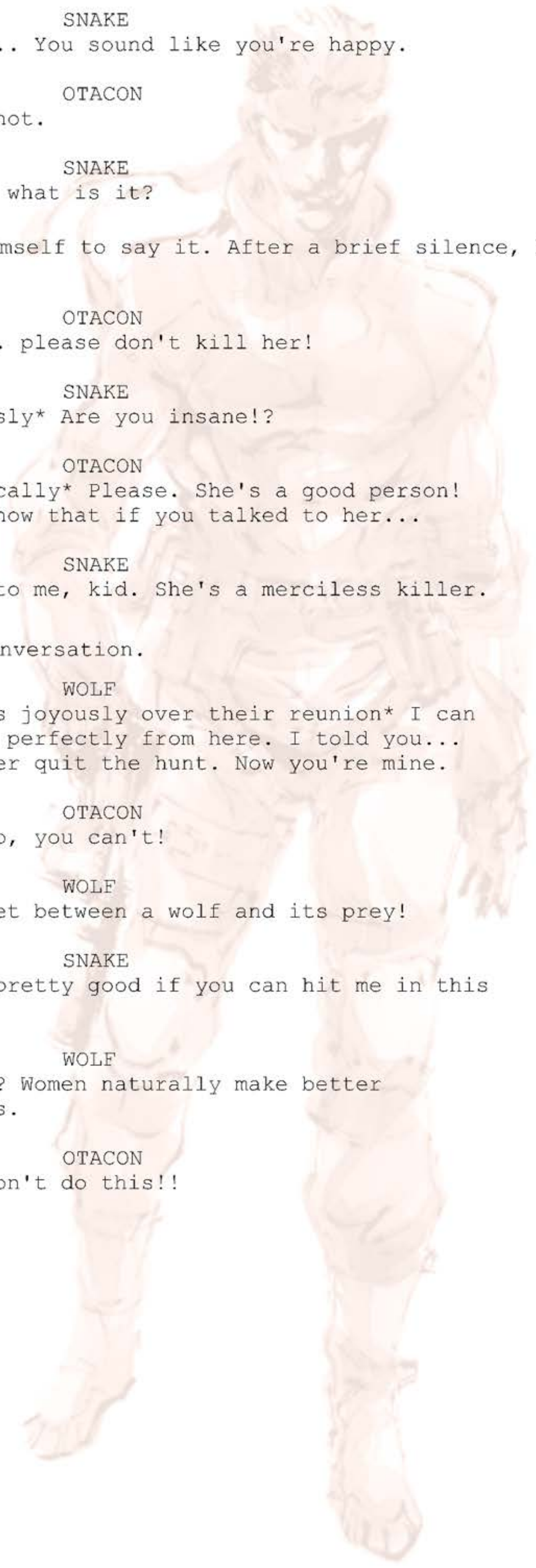
SNAKE
Someone's aiming at me... in the middle of this blizzard...

OTACON
... It's her!!

SNAKE
Wolf?... Sniper Wolf?

OTACON
Yes it's her!... It's definitely her!





SNAKE
Otacon... You sound like you're happy.

OTACON
No I'm not.

SNAKE
So then what is it?

Otacon can't bring himself to say it. After a brief silence, he blurts it out:

OTACON
Snake... please don't kill her!

SNAKE
furiously Are you insane!?

OTACON
frantically Please. She's a good person! You'd know that if you talked to her...

SNAKE
Listen to me, kid. She's a merciless killer.

Wolf cuts into the conversation.

WOLF
laughes joyously over their reunion I can see you perfectly from here. I told you... I'd never quit the hunt. Now you're mine.

OTACON
Wolf! No, you can't!

WOLF
Don't get between a wolf and its prey!

SNAKE
You're pretty good if you can hit me in this storm.

WOLF
You see? Women naturally make better soldiers.

OTACON
Wolf! Don't do this!!

WOLF
Snake, I'm near. Can't you sense me near you?

SNAKE
It's a mistake for a sniper to reveal her location.

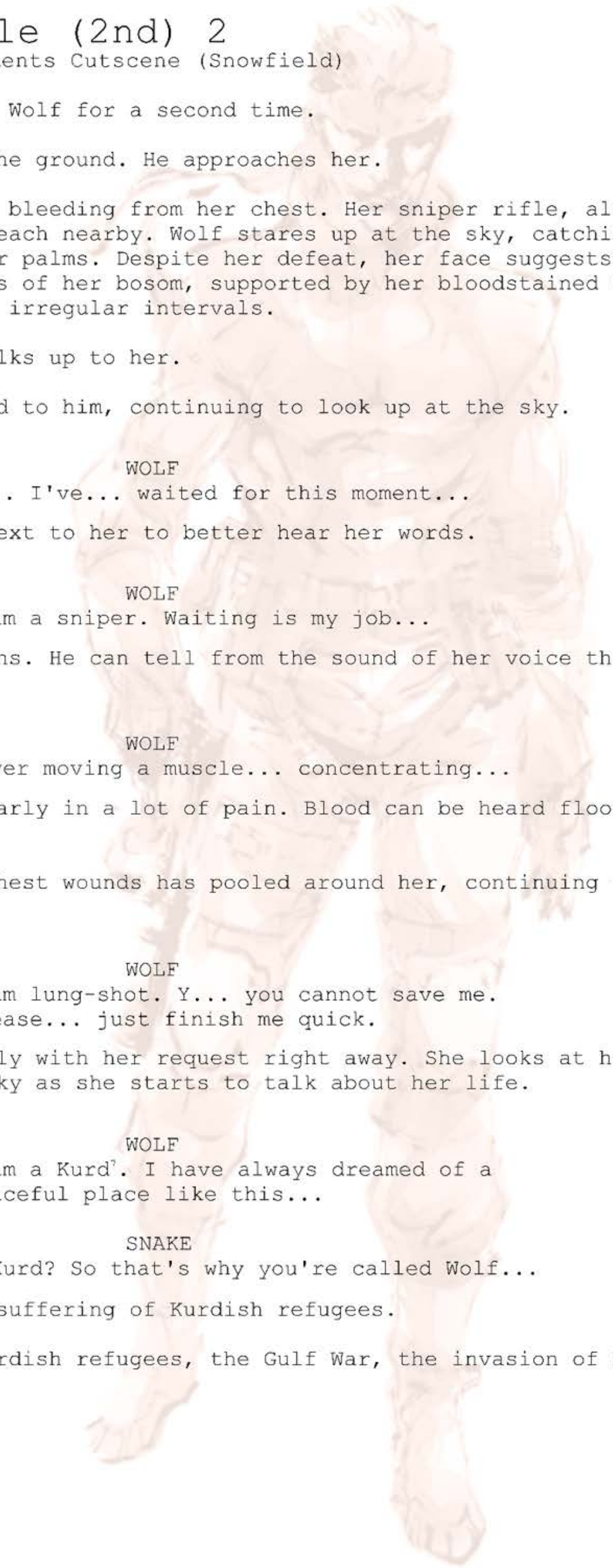
WOLF
Is that right? Well I'm going to send you a love letter, my dear. Do you know what that is? It's a bullet straight from my gun to your heart.

OTACON
Please!! Wolf!... Snake!... No!

WOLF
Quiet! Don't get in our way!

SNAKE
Now I'm gonna pay you back for Meryl...

WOLF
You men are so weak. You can never finish what you start...



Wolf Battle (2nd) 2

Wolf's Final Moments Cutscene (Snowfield)

Snake has beaten Wolf for a second time.

She's lying on the ground. He approaches her.

Wolf is face-up, bleeding from her chest. Her sniper rifle, also a PSG-1, lies out of reach nearby. Wolf stares up at the sky, catching snowflakes on her palms. Despite her defeat, her face suggests she is at peace. The mounds of her bosom, supported by her bloodstained shirt, rise and fall in irregular intervals.

Snake quietly walks up to her.

Wolf pays no mind to him, continuing to look up at the sky.

WOLF
I... I've... waited for this moment...

Snake crouches next to her to better hear her words.

WOLF
I am a sniper. Waiting is my job...

Snake just listens. He can tell from the sound of her voice that she's fading fast.

WOLF
Never moving a muscle... concentrating...

Wolf coughs, clearly in a lot of pain. Blood can be heard flooding her lungs.

Blood from her chest wounds has pooled around her, continuing to grow in size.

WOLF
I am lung-shot. Y... you cannot save me.
Please... just finish me quick.

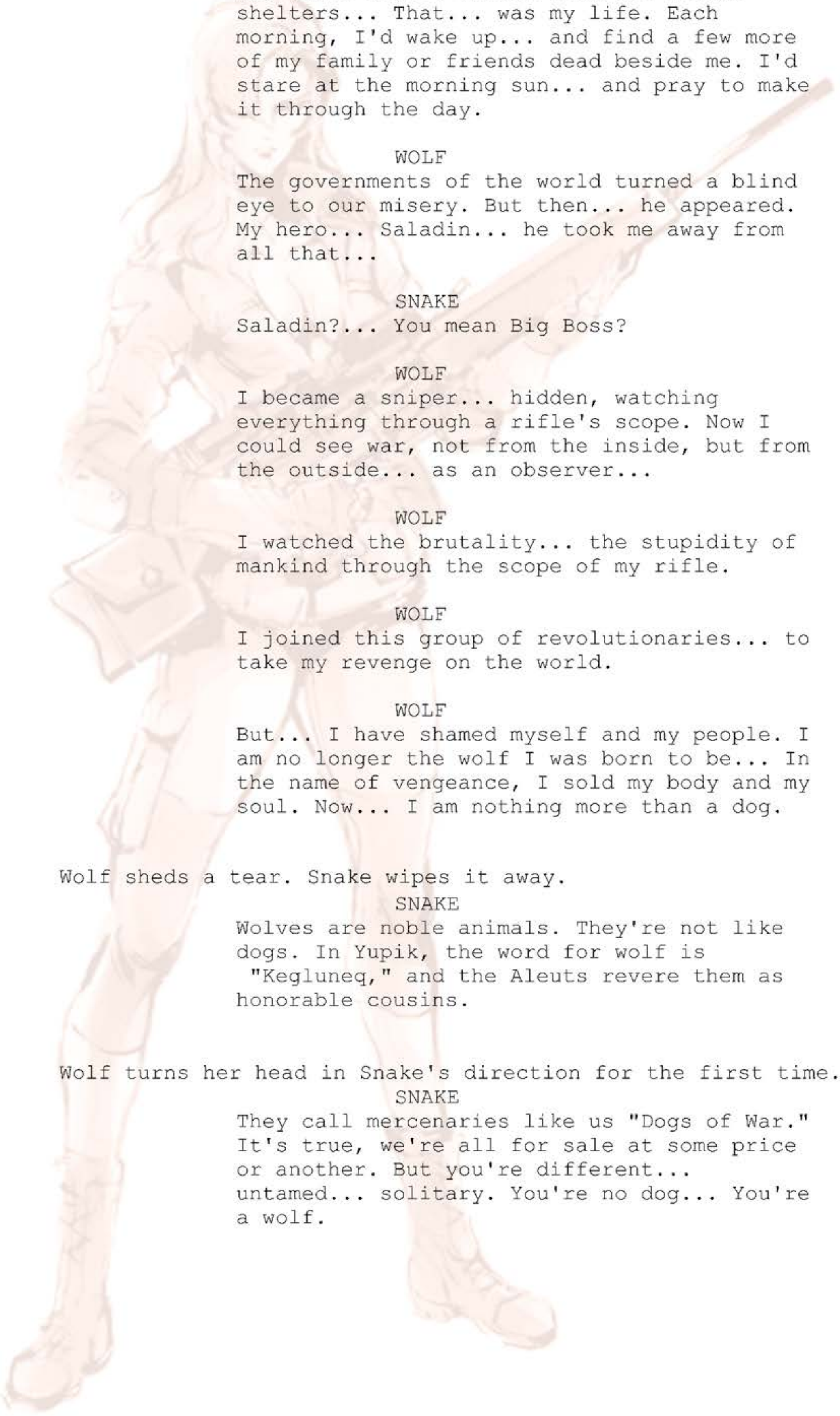
Snake can't comply with her request right away. She looks at him, then back up at the sky as she starts to talk about her life.

WOLF
I am a Kurd[7]. I have always dreamed of a
peaceful place like this...

SNAKE
A Kurd? So that's why you're called Wolf...

The history and suffering of Kurdish refugees.

News footage (Kurdish refugees, the Gulf War, the invasion of Erbil, etc.).



WOLF
I was born on a battlefield. Raised on a battlefield. Gunfire, sirens and screams... they were my lullabies... Hunted like dogs day after day... driven from our ragged shelters... That... was my life. Each morning, I'd wake up... and find a few more of my family or friends dead beside me. I'd stare at the morning sun... and pray to make it through the day.

WOLF
The governments of the world turned a blind eye to our misery. But then... he appeared. My hero... Saladin... he took me away from all that...

SNAKE
Saladin?... You mean Big Boss?

WOLF
I became a sniper... hidden, watching everything through a rifle's scope. Now I could see war, not from the inside, but from the outside... as an observer...

WOLF
I watched the brutality... the stupidity of mankind through the scope of my rifle.

WOLF
I joined this group of revolutionaries... to take my revenge on the world.

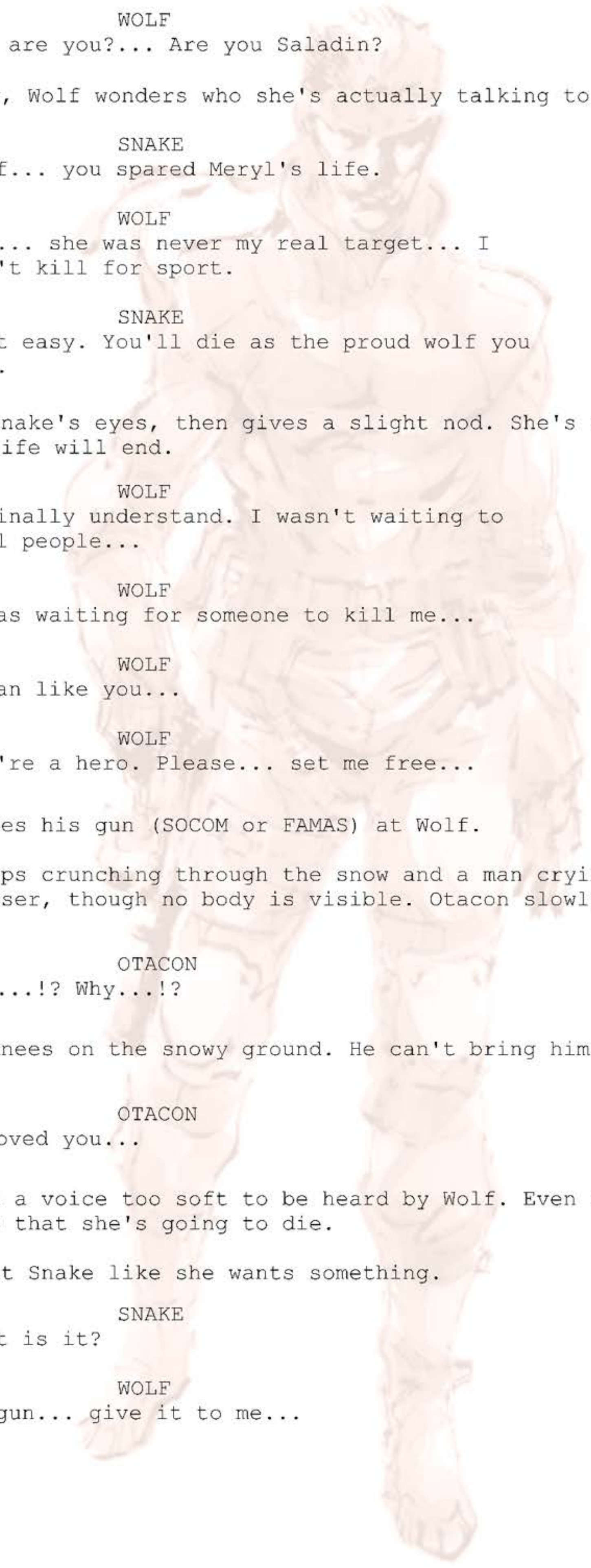
WOLF
But... I have shamed myself and my people. I am no longer the wolf I was born to be... In the name of vengeance, I sold my body and my soul. Now... I am nothing more than a dog.

Wolf sheds a tear. Snake wipes it away.

SNAKE
Wolves are noble animals. They're not like dogs. In Yupik, the word for wolf is "Kegluneq," and the Aleuts revere them as honorable cousins.

Wolf turns her head in Snake's direction for the first time.

SNAKE
They call mercenaries like us "Dogs of War." It's true, we're all for sale at some price or another. But you're different... untamed... solitary. You're no dog... You're a wolf.



WOLF
Who are you?... Are you Saladin?

Her sight failing, Wolf wonders who she's actually talking to.

SNAKE
Wolf... you spared Meryl's life.

WOLF
She... she was never my real target... I don't kill for sport.

SNAKE
Rest easy. You'll die as the proud wolf you are.

Wolf looks into Snake's eyes, then gives a slight nod. She's accepted this is how her life will end.

WOLF
I finally understand. I wasn't waiting to kill people...

WOLF
I was waiting for someone to kill me...

WOLF
A man like you...

WOLF
You're a hero. Please... set me free...

Snake slowly raises his gun (SOCOM or FAMAS) at Wolf.

Sounds of footsteps crunching through the snow and a man crying. The footsteps get closer, though no body is visible. Otacon slowly materializes.

OTACON
Why...!? Why...!?

He falls to his knees on the snowy ground. He can't bring himself to go up to Wolf.

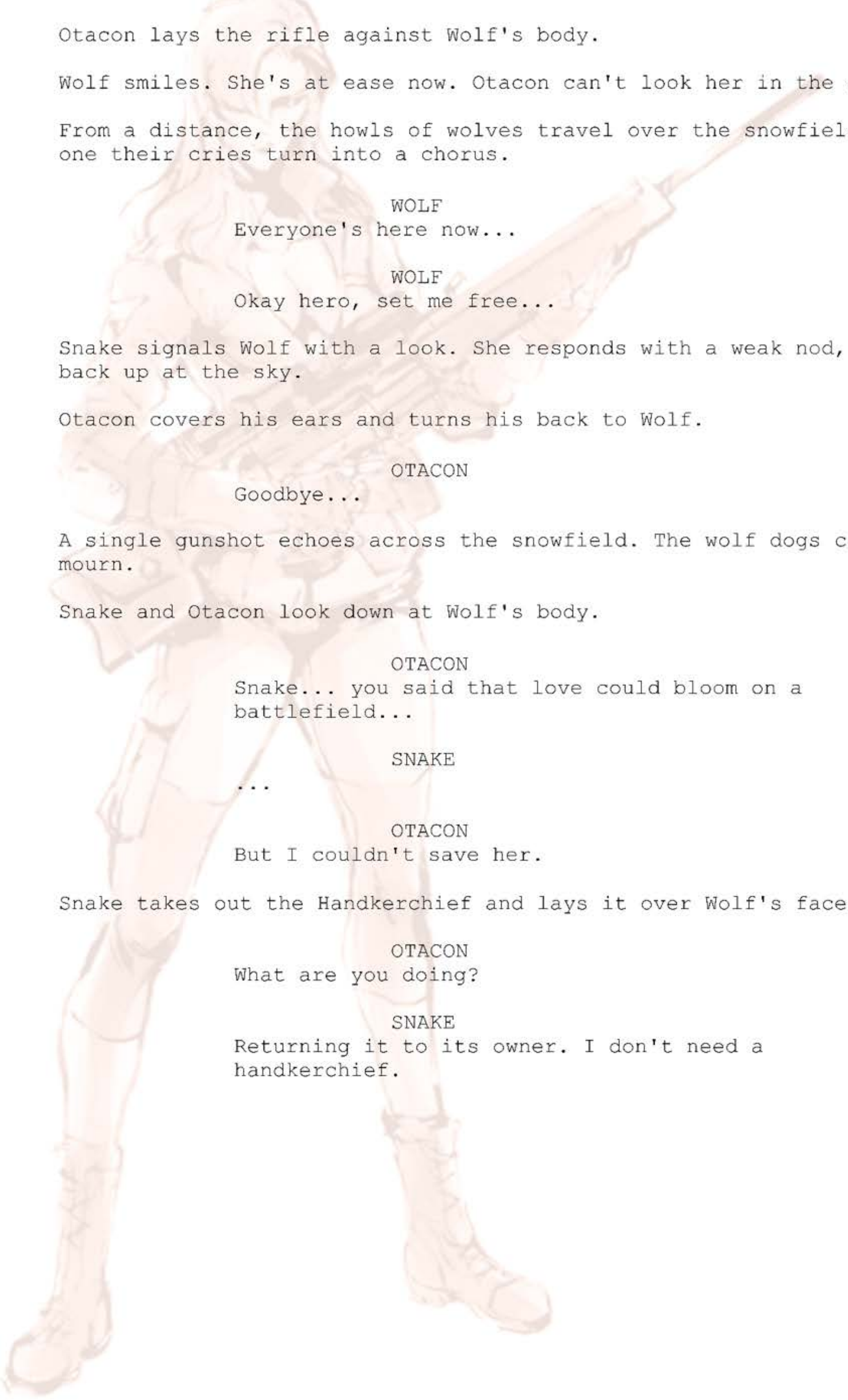
OTACON
I loved you...

Otacon mutters in a voice too soft to be heard by Wolf. Even from where he is, he can see that she's going to die.

Wolf reaches up at Snake like she wants something.

SNAKE
What is it?

WOLF
My gun... give it to me...



Otacon rushes over to the PSG-1, picks it up like an object worthy of respect, and brushes off the dusting of snow that's accumulated on it.

WOLF
She's a part of me...

Otacon lays the rifle against Wolf's body.

Wolf smiles. She's at ease now. Otacon can't look her in the eye.

From a distance, the howls of wolves travel over the snowfield. One by one their cries turn into a chorus.

WOLF
Everyone's here now...

WOLF
Okay hero, set me free...

Snake signals Wolf with a look. She responds with a weak nod, then looks back up at the sky.

Otacon covers his ears and turns his back to Wolf.

OTACON
Goodbye...

A single gunshot echoes across the snowfield. The wolf dogs continue to mourn.

Snake and Otacon look down at Wolf's body.

OTACON
Snake... you said that love could bloom on a battlefield...

SNAKE
...

OTACON
But I couldn't save her.

Snake takes out the Handkerchief and lays it over Wolf's face.

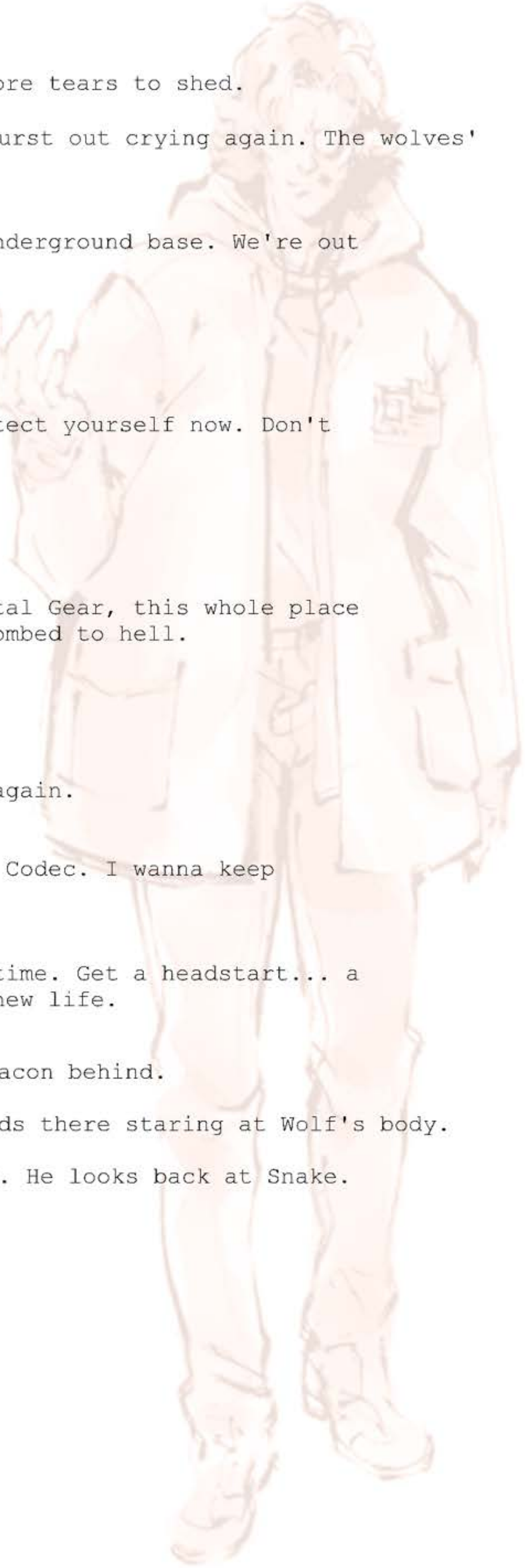
OTACON
What are you doing?

SNAKE
Returning it to its owner. I don't need a handkerchief.

Snake gets back up.

OTACON
Why?

SNAKE
I don't have any more tears to shed.



Snake's reply causes Otacon to burst out crying again. The wolves' lament fades away.

SNAKE
I'm going to the underground base. We're out of time.

OTACON
I know.

SNAKE
You'll have to protect yourself now. Don't trust anyone.

OTACON
Yeah...

SNAKE
If I can't stop Metal Gear, this whole place will probably be bombed to hell.

OTACON
... Yeah...

SNAKE
We might not meet again.

OTACON
I'll hang on to my Codec. I wanna keep helping.

SNAKE
You can leave any time. Get a headstart... a headstart on your new life.

Snake starts walking, leaving Otacon behind.

Otacon's shoulders drop. He stands there staring at Wolf's body.

Suddenly, he remembers something. He looks back at Snake.

OTACON
Snake!!

Snake stops.

OTACON
What was she fighting for!?

Snake doesn't respond.

OTACON
What am I fighting for!?

Snake remains quiet.

OTACON
What are you fighting for!?

Snake turns to Otacon and shouts over to him.

SNAKE
If we make it through this, I'll tell you!

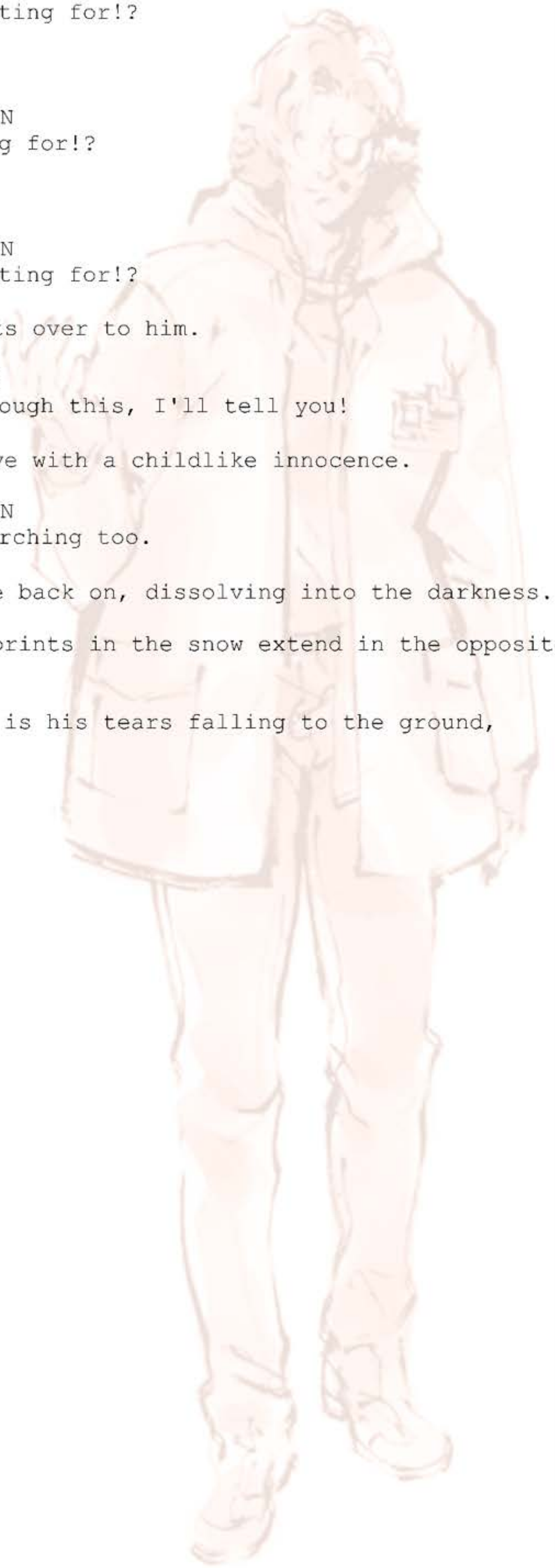
Otacon smiles, and waves goodbye with a childlike innocence.

OTACON
Okay. I'll be searching too.

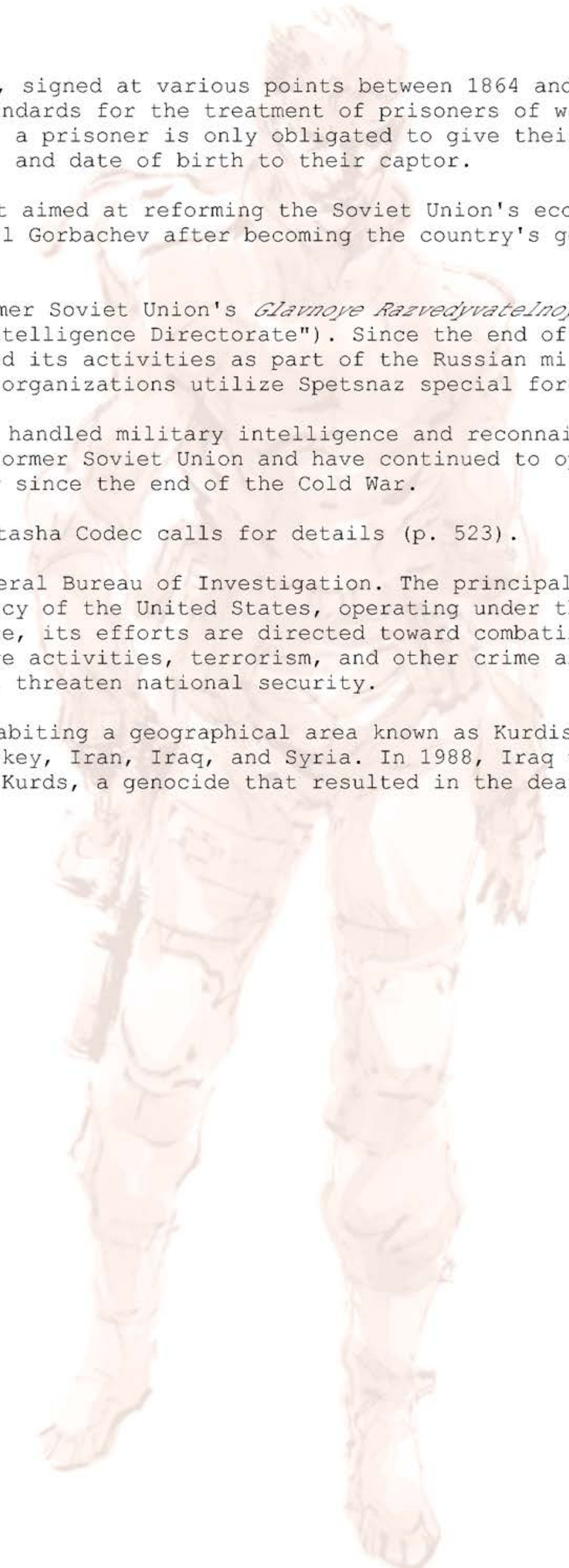
He turns his stealth camouflage back on, dissolving into the darkness.

His rhythmical, clockwork footprints in the snow extend in the opposite direction of Snake.

The only other trace of Otacon is his tears falling to the ground, glittering in the night.



Footnotes



[1] A group of treaties, signed at various points between 1864 and 1949, that establishes standards for the treatment of prisoners of war. As part of these rules, a prisoner is only obligated to give their name, rank, serial number, and date of birth to their captor.

[2] A political movement aimed at reforming the Soviet Union's economy, championed by Mikhail Gorbachev after becoming the country's general secretary in 1985.

[3] Acronym for the former Soviet Union's *Glavnoye Razvedyvatelnoye Upravlenie* ("Main Intelligence Directorate"). Since the end of the Cold War, it has continued its activities as part of the Russian military, and its subordinate organizations utilize Spetsnaz special forces.

[4] Special forces that handled military intelligence and reconnaissance activities for the former Soviet Union and have continued to operate for the Russian military since the end of the Cold War.

[5] See the related Nastasha Codec calls for details (p. 523).

[6] Acronym for the Federal Bureau of Investigation. The principal federal law enforcement agency of the United States, operating under the Department of Justice, its efforts are directed toward combating espionage, subversive activities, terrorism, and other crime and organized crime that threaten national security.

[7] An ethnic group inhabiting a geographical area known as Kurdistan, which stretches across Turkey, Iran, Iraq, and Syria. In 1988, Iraq used chemical weapons on Kurds, a genocide that resulted in the deaths of over 5,000 people.

Codec Conversations

•Campbell

Prior to Torture Escape

Medical room - after Codec call

*A, B, C in order, then at random

(A)

CAMPBELL
Snake, don't worry. You'll have a chance to escape. Hang on.

(B)

CAMPBELL
The guard is only human. He has to sleep and go to the bathroom like the rest of us. That'll be your chance.

(C)

CAMPBELL
Snake, that's a prison cell. You can't open the door from the inside. Somehow you'll have to get the key off the guard.

SNAKE
Yeah, but how?

NAOMI
Why don't you try disappearing?

Medical room - after obtaining Ketchup

CAMPBELL
The ketchup! You might be able to trick the guard if you use it right.

NAOMI
Snake, why don't you use the ketchup and pretend that you're dead?

After taking out Johnny - the player can now escape

CAMPBELL
Great job with the guard, Snake. Now is your chance to escape.

SNAKE
I plan on it. Next time I meet Ocelot, it's going to be on my terms...

*If player didn't submit

NAOMI
How do you feel, Snake? Can you go on?

SNAKE
Yeah. Don't worry. That sadist can't keep me down.

After the Ninja appears - the player can now escape

*First time only

CAMPBELL
I don't know how, but the door is open.

SNAKE
I saw the silhouette of someone in stealth cammies...

CAMPBELL
Stealth camouflage? Could it be Emmerich?

SNAKE
No, I don't think it was Otacon.

CAMPBELL
So who then?... You don't think it could be Gray Fox?

SNAKE
Yeah, I do. I think it was...

NAOMI
... Are you saying that he came to save his friend?

SNAKE
Could be. Or maybe he just doesn't want me to die in a prison cell.

NAOMI
... I don't know. I can't imagine what he could be thinking...

*Second and subsequent times

CAMPBELL
Snake, you can worry about it later. Now is the time to escape.

•Campbell

Prior to Hind D Battle

Medical room - before recovering equipment (incoming call)

CAMPBELL
Snake, wait a minute. You forgot to take your items.

NAOMI
They're probably being kept somewhere close by.

Before discovering bomb in equipment - 0 to 30 seconds before detonation (incoming call)

CAMPBELL
Snake, get that bomb out of your items!

CAMPBELL
Select the bomb in the Equipment Window and press the Action button to throw it away!

CAMPBELL
Hurry! Throw it away!

Caught a cold (incoming call)

*First time only

CAMPBELL
Snake, Naomi wants to talk to you.

NAOMI
How do you feel, Snake?

SNAKE
Well, to tell you the truth, I think I'm catching a cold...

NAOMI
I'm monitoring you via the nanomachines... Your body temperature is elevated and your lymph nodes are slightly swollen. But don't worry, it appears to be just a mild rhinovirus.

SNAKE
I guess I got it from that soldier.

NAOMI
I've increased your nutrition and elevated your blood sugar level.

SNAKE
You can't cure it?

NAOMI
Sorry, Snake. The nanomachines don't carry antibiotics.

NAOMI
Maybe you could find some garlic. It contains natural antibiotics, you know. Vitamins and minerals too.

SNAKE
Uhhh. Raw garlic. Gimme a break.

*Second and subsequent times

CAMPBELL
There must be some cold medicine somewhere on the base. That would make you feel better.

CAMPBELL
If not, you'll just have to wait until your body's natural defenses take over.

Between medical room and Communications Tower A

CAMPBELL
To get to the underground base where Metal Gear is, you'll have to climb the Communications Tower on the north side of the cave.

*If player is in the armory

NAOMI
Wait a minute, Snake. You're in an armory. Why don't you load up on ammo?

Communications Tower A - before checking 9F door

*First time only

CAMPBELL
Snake, the launch deadline for the new nuclear warhead is almost here. Hurry and get to Metal Gear's underground maintenance base!

CAMPBELL
The overland route is blocked by a glacier. Climb the Communications Tower so you can go over it.

*Second and subsequent times

CAMPBELL

The Communications Tower consists of Tower A and Tower B. You're in Tower A now. To get to Tower B, you'll have to use the outside walkway.

NAOMI

Remember, Snake. Dark places are dangerous places. You can't see where your enemies are coming from. Please use your Night-Vision Goggles or your Thermal Goggles.

Communications Tower A 9F - after discovering door won't open

*First time only

CAMPBELL

The walkway door won't open, huh?

SNAKE

Yeah. Any ideas?

CAMPBELL

Why don't you ask Dr. Emmerich.

NAOMI

Wait a minute, Snake. According to these satellite photos that Mei Ling got, it looks as if there's a walkway on the roof as well.

CAMPBELL

You can take that to the other side too.

NAOMI

Be careful, Snake.

*Second and subsequent times - A or B, at random

(A)

CAMPBELL

Snake, you'll have to use the walkway on the roof. Climb up there!

*First time only

SNAKE

That's easy for you to say...

(B)

CAMPBELL
Use your throw move on the bad guys that are chasing you!

*If player has Grenades

CAMPBELL
Grenades might work well too. To get the grenade to explode near the soldiers, pull the pin and hold on to it for four seconds before you throw it.

Communications Tower roof - before Hind D appears

*First time only

SNAKE
Whew...I made it to the roof.

NAOMI
You must be exhausted, Snake.

SNAKE
bluffing It was no big deal.

NAOMI
Snake, I'm monitoring you closely. Your heart rate is elevated and your breathing is shallow.

SNAKE
...

CAMPBELL
What's the matter, Snake? You out of shape from all that dog mushing?

*Second and subsequent times

CAMPBELL
Then climb down and proceed north.

Communications Tower roof - after Walkway Discovered cutscene

CAMPBELL
The walkway should be right in front of you. Cross it to get to Tower B. Then climb down and proceed north.

After Walkway Discovered cutscene - somewhere other than the roof

CAMPBELL
Where are you going, Snake? Hurry and take the walkway on the roof to the B Tower.

Communications Tower roof - after Hind D appears

*First time only

CAMPBELL
The walkway on the roof of Tower A was destroyed...? That doesn't mean there's no other way.

*If player doesn't have the rope

CAMPBELL
Is there a rope or something around there? If you had a rope you could rappel from the roof of Tower A down to the walkway below. You're an expert at rappelling aren't you?

*If player has the rope

CAMPBELL
You'll have to go to the north part of Tower A and use that rope to rappel down to the walkway below.

*First time only

NAOMI
It's too dangerous! That Hind is aiming at Snake! And he'll need to use both hands to rappel too!

CAMPBELL
You're right, but we have no choice! The Hind can't move in tight spaces. It's our best bet!

NAOMI
This is insane!

SNAKE
The colonel's right. There's no other way.

While rappelling

CAMPBELL
Here's how to rappel.

CAMPBELL
Press the Crawl Button to jump away from the wall. While you're away from the wall, press down on the Directional Button to drop down. If you jump while pressing right or left on the Directional Button, you can make a big jump in that direction.

Communications Tower walkway - Tower A door

CAMPBELL
Snake, why don't you try the door that leads from the walkway to Tower A?

Communications Tower walkway - sniped at

*First time only

NAOMI
Snake, you're under attack from off-screen.

SNAKE
What should I do?

*Second and subsequent times

CAMPBELL
First find out where the enemy is. Use your binoculars. Then attack with a PSG-1 or Remote Controlled Missile. Something with a longer range than an ordinary weapon.

Before obtaining Stinger Missiles

*Before hearing about the Stinger Missiles from Otacon

*First time only

CAMPBELL
Snake, the Hind is still circling above the Communications Tower.

SNAKE
grinds his teeth in frustration Damn. There's no weapon here that I can use to take him on.

*Second and subsequent times

CAMPBELL
Dr. Emmerich might know where there's a weapon you could use against the Hind. Why don't you ask him.

*After hearing about the Stinger Missiles from Otacon

CAMPBELL
Snake, hurry up and get those Stinger Missiles. Didn't Emmerich say they're near the entrance to the walkway in Tower B?

After discovering containers, before discovering collapsed staircase section

CAMPBELL
The way to the top is blocked, huh... Well we can worry about that later. Why don't you go and see what's happening below?

After discovering collapsed staircase section, before encountering Otacon

CAMPBELL
The staircase is broken... tough luck. It looks like the elevator is the only way up now. Okay, Snake, I want you to head up there right away.

Communications Tower B spiral staircase - after obtaining Stinger Missiles

*First time only

CAMPBELL
It looks like Liquid really wants to have a showdown with you. I'm looking at Mei Ling's digitally enhanced satellite images right now.

NAOMI
Snake, he's waiting for you. He's just circling around like a buzzard.

SNAKE
I hope everyone's enjoying the live broadcast?

CAMPBELL
Sorry, Snake. I wish I could do something to help.

NAOMI
Snake... I don't like it. Please don't go up to the roof.

SNAKE
I have to. I can't run from this one.

*Second and subsequent times

CAMPBELL
Liquid is still hovering around the roof of Tower B. He's waiting for you...

CAMPBELL
Snake, it's time for you to take him on!

•Campbell

Prior to Wolf Battle (2nd)

Communications Tower B roof - Hind D battle

*First time only

CAMPBELL
Liquid means to bring this to an end now. He obviously planned this.

NAOMI
Maybe the broken elevator was all part of the trap.

SNAKE
You mean he fiddled with the elevator to get me out on the roof?

*Second and subsequent times

CAMPBELL
You'll have to destroy that Hind, Snake.

*A or B, at random

(A)

CAMPBELL
You can see the Hind on your radar screen. Even if you lose visual contact, you can always check his position by radar.

(B)

CAMPBELL
Use your ears, Snake. You should be able to tell where he's coming from by the sound of his rotor blades.

*If player is using monaural sound, first time only

CAMPBELL
shocked Huh? Snake, you're not using a stereo TV!?

MEI LING
surprised It can't be!

NAOMI
astonished that anyone would still be using a Mono TV A Mono TV...

CAMPBELL
troubled Hmmmmmm....

NAOMI
whispering Well Colonel... there's nothing we can do about it...

CAMPBELL
... I guess you're right.

CAMPBELL
hollowly comforting Snake, don't worry about it. There's more to being a good person than just having a stereo television. You can do it just the way you are!

MEI LING
A mono TV...

Communications Tower B - after shooting down Hind D

*First time only

CAMPBELL
You did it, Snake! You shot down the Hind!

NAOMI
I was so worried...

CAMPBELL
Liquid couldn't have survived that.

SNAKE
I wonder... But even so, just 'cause we've taken out their leader doesn't mean they're going to give up. They're still going to try to launch that nuke.

CAMPBELL
You're right. There's no time to waste.

*Second and subsequent times

CAMPBELL
Hurry. The underground base is past the Communications Tower. The elevator is working again, isn't it?

Communications Tower B - stealth soldiers ambush

*Before calling Otacon

CAMPBELL
They're using stealth camouflage! You can't see them, so listen closely. Use your ears.

NAOMI
How does that stealth technology work?

NAOMI
Is it optic or chemical?... Do you know, Snake?

CAMPBELL
Ask the person who invented it. He should know.

*After calling Otacon

*If player has the Thermal Goggles

CAMPBELL
Snake, you can't fight what you can't see. Use your Thermal Goggles!

*If player doesn't have the Thermal Goggles

CAMPBELL
Snake, use all five of your senses. You can do it even without Thermal Goggles!

Communications Tower B - basics

CAMPBELL
The entrance to the underground maintenance base is somewhere towards the back of the Snowfield north of Tower B.

Snowfield - entrance

*First time only

CAMPBELL
It looks like the weather is getting worse. Try using your Binoculars.

SNAKE
What about the satellite data?

MEI LING
I'm sorry, Snake. I can't see the entrance in the satellite photos either.

SNAKE
What about a heat source? An exhaust pipe or something?

MEI LING
I can't confirm anything. Only that there are multiple heat sources to the southeast of your position.

CAMPBELL
That's probably just the burning wreckage from the Hind.

MEI LING
Snake, you're in a big open space surrounded by walls. The entrance to the underground base should be somewhere in there.

MEI LING
Stay close to the walls and you won't get lost.

*Second and subsequent times

CAMPBELL
Snake, you're our only hope. Please stop them from launching that nuke.

Snowfield - discovered parachute (call)

*First time only

SNAKE
gravely Colonel, listen to me. I found a parachute near the wreckage of the Hind.

*If they don't know if Liquid survived

CAMPBELL
A parachute? You don't think that Liquid survived....?

SNAKE
Impossible. As soon as he jumped out of the pilot's seat, he'd be sliced up faster than an onion on an infomercial.

NAOMI
... So what's that parachute doing there then?

SNAKE
I have no idea.

CAMPBELL
A trap?

SNAKE
Either that or a message...to me.

CAMPBELL
... Meaning "I'm not dead," I suppose...

SNAKE
Maybe... but I think it's more like "I'll string you up!"

NAOMI
...

CAMPBELL
Well, in any case, don't let your guard down.

SNAKE
I won't.

Snowfield - rations have frozen

*First time only

CAMPBELL
Snake, look at your C-rations. They're frozen. You can't use frozen C-rats.

NAOMI
Until they defrost, you won't be able to replenish your energy. Be very careful.

CAMPBELL
They'll defrost in a warm place. Probably just your bare skin would be fine.

•Campbell

Prior to Entering Underground Base

Snowfield - Wolf battle (2nd)

CAMPBELL
It's Sniper Wolf. You can only shoot at her with your PSG-1.

NAOMI
worried Snake, Wolf is hiding somewhere in that Snowfield. First you'll have to find out where she is.

CAMPBELL
She should come out of hiding briefly to shoot at you.

After defeating Wolf, before Wolf's Final Moments cutscene

CAMPBELL
It looks like Wolf is down. Now get to Metal Gear's underground base on the double.

After Wolf's Final Moments cutscene

*First time only

CAMPBELL
A sad story. We shouldn't have turned our backs on the Kurds after the Gulf War...

SNAKE
Listen. We're not responsible for her choices. Everyone decides their own fate, no matter where they were born.

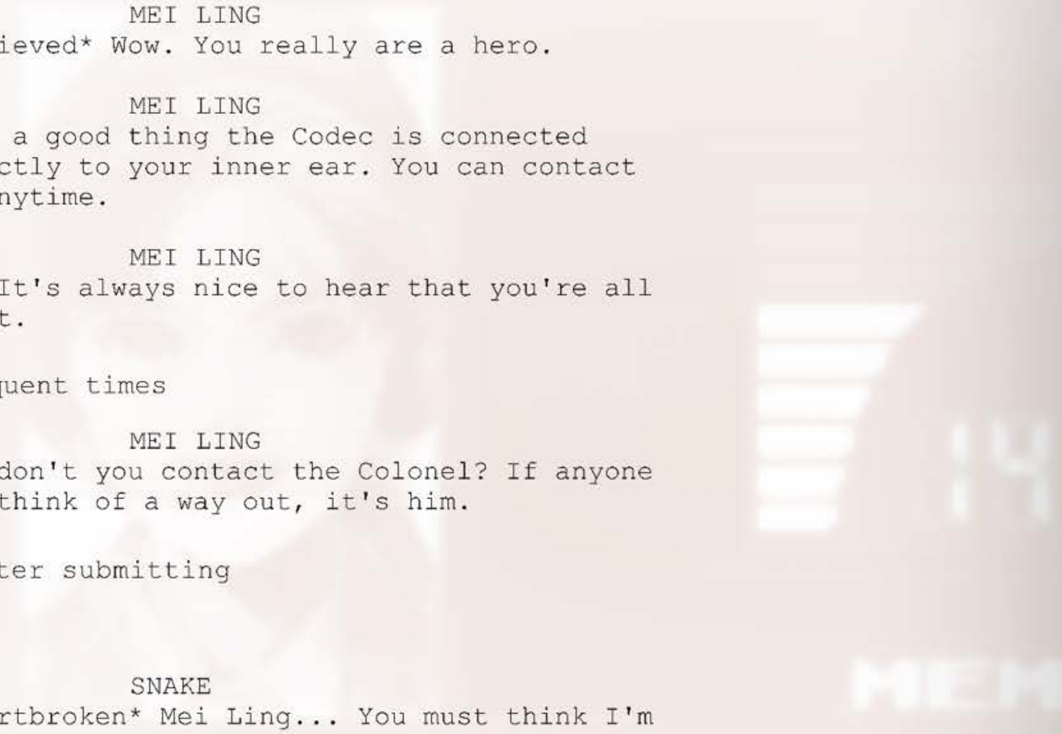
SNAKE
Words like fate, karma... it's just an excuse for giving up if you ask me...

NAOMI
empathizing because she was also born in a war zone I don't agree with you. Maybe if she hadn't been born on a battlefield, she might have had a happier, more fulfilling life. She might not have turned into a killer...

SNAKE
...

*Second and subsequent times

CAMPBELL
Snake, hurry up and get to Metal Gear's underground base! The entrance should be towards the back of the Snowfield.



•Mei Ling

Prior to Torture Escape

Medical room - haven't submitted

*First time only

MEI LING
Snake, are you okay? I feel so scared for you. It must be horrible.

SNAKE
courageously I've been through a lot worse. Believe me.

MEI LING
relieved Wow. You really are a hero.

MEI LING
It's a good thing the Codec is connected directly to your inner ear. You can contact us anytime.

MEI LING
... It's always nice to hear that you're all right.

*Second and subsequent times

MEI LING
Why don't you contact the Colonel? If anyone can think of a way out, it's him.

Medical room - after submitting

*First time only

SNAKE
heartbroken Mei Ling... You must think I'm garbage...

MEI LING
... Snake, don't blame yourself too much.

MEI LING
You just...

SNAKE
I just let them kill Meryl to save my own worthless hide!

MEI LING
interrupting Listen... in China, they have a saying...

MEI LING
trying to find the right words ...

MEI LING
Forget it... I'll use my own words this time.

MEI LING
Cheer up, Snake.

MEI LING
Don't listen to what he said. It's nothing but a bluff. I'm sure about that.

SNAKE
hopelessly I don't think he's the bluffing type...

MEI LING
trying to cheer him up But, Snake. You have a job to do. Pull yourself together for the world's sake.

MEI LING
First, you've got to figure out how to get out of there.

SNAKE
can only respond with silence ...

MEI LING
Snake, listen to me!

MEI LING
You... you've got to pull yourself together, and get back to work.

SNAKE
appreciatively You're right. I've sat here feeling sorry for myself long enough.

SNAKE
Thanks, Mei Ling...

•Nastasha

Prior to Torture Escape

Medical room - locked up

NASTASHA

Just because you are locked up does not mean there is no chance of escape. Keep your eyes and ears open and when you see a chance, take it.

*If player hasn't talked to Campbell

NASTASHA

You should call Campbell and wait for his instructions.

Medical room - the player can now escape

NASTASHA

Snake, do you like the atmosphere there or something? Hurry up and escape!

Medical room - before recovering equipment

NASTASHA

What about your equipment? You're not going to leave behind everything you've collected are you? Hurry! Grab your stuff.

•Nastasha

Prior to Hind D Battle

Medical room - after recovering equipment

NASTASHA

Snake, hurry to the Communications Tower.

After disposing of bomb

*First time only

NASTASHA

That was a close one. I didn't think they would go so far as to booby trap your equipment... Sneaky bastards.

Caught a cold

*First time only

NASTASHA
It sounds like you have a bad cold. You had better try to shake it off.

Inside Communications Tower A - dark area

NASTASHA
When you're in a dark place, you should use Night-Vision or Thermal Goggles.

Communications Tower A - acquired rope

NASTASHA
Rope? If it is at least 12 millimeters thick, lightweight and hard to cut you should be able to rappel with it as well. It is not a hemp rope is it?

SNAKE
No. It looks like it's made of nylon fibers.

NASTASHA
Good. When hemp rope gets wet it loses its flexibility. It would not be good for rappelling. But that rope sounds like it will not be a problem.

Communications Tower B roof - Hind D battle

*A or B, at random

(A)

NASTASHA
To beat that Hind, you need a SAM, a surface to air missile. You cannot shoot it down with just small arms fire. If only you had a Stinger...

(B)

NASTASHA
Only a handful of pilots in the world could operate a Hind in a blizzard like this. The IR and night-vision equipment would be useless. He must be flying on manual. That means your Chaff won't work.

After completing the rappel

NASTASHA
The Hind is still around. You'll need a surface to air missile to take him on. Like a Stinger or something...

Walkway - sniped at

*First time only

NASTASHA
You are under long-distance attack. Shoot back with your sniper rifle.

Communications Tower B - after obtaining Stinger Missiles

NASTASHA
You have Stinger missiles. Now you have at least got a chance against the Hind...

*First time only

SNAKE
Only a chance?

NASTASHA
Well you are not exactly evenly armed. That Hind is a monster. You have only a small chance to win, but at least it's better than no chance...

SNAKE
That's a pretty grim analysis, Nastasha.

NASTASHA
To shoot down that Hind, you will have to get to a place with good visibility. Do not try to fight in that walkway. Get up on that roof where you will have a clean shot at him.

•Nastasha

Prior to Wolf Battle (2nd)

Communications Tower B roof - Hind D battle

*First time

NASTASHA

Your best chance is to hit him while he is circling, when his nose isn't pointed at you. That is your opening. Shove a Stinger Missile up his butt!

*Second time

NASTASHA

That machine gun can rip you to shreds in seconds. When it is facing in your direction, you'd better hide in the shadows up there.

*Third time

NASTASHA

You cannot move while operating your Stinger Missile. Focus your sights on that bird as soon as it shows its tail. When its gun turret is aimed at you, quickly hide in the shadows. Use your Weapon Quick Change Button effectively.

*Fourth time

NASTASHA

That Hind is equipped with infrared and night-vision equipment. It can fly even in pitch darkness. But there's one thing...

*Shared

NASTASHA

Only a handful of pilots in the world could operate a Hind in a blizzard like this. The IR and night-vision equipment would be useless. He must be flying on manual. That means your Chaff won't work.

After Hind D crash

*First time only

NASTASHA
My God, you actually shot down that Hind...

*If player has heard Stinger hint

SNAKE
You're the one who said I could do it with a Stinger... You didn't really think I had a chance, did you?

NASTASHA
It is not that...

NASTASHA
Well, after all, that Hind shot down two F-16s. It is hard to believe that after doing that it got taken out by just one man.

Communications Tower B elevator - stealth soldiers ambush

*Before calling Otacon

NASTASHA
Stealth camouflage? Yes. That is the new material, recently developed, which hides a person's body by bending light. I think you should ask the person who invented it.

*After calling Otacon

*If player has the Thermal Goggles

NASTASHA
Use the Thermal Goggles like Dr. Emmerich said.

*If player doesn't have the Thermal Goggles

NASTASHA
If you don't have Thermal Goggles, there is not much you can do. Try to watch for a faint disturbance in the air. That's where your stealth soldiers are.

•Nastasha

Prior to Entering Underground Base

Snowfield - Wolf battle (2nd)

*First time only, sniper tips on subsequent calls

NASTASHA
Sniper Wolf... It is pretty unusual for a sniper to announce their presence before they shoot. She must have a real thing for you.

NASTASHA
Anyway, I do not think it is going to be as easy as before.

•Master

Prior to Torture Escape

Medical room - after torture sequence

*If player hasn't submitted

*First time only

MASTER
Normally, when a soldier is taken prisoner, he should only give up the Big 4. That's name, rank, serial number and date of birth. But you're not any old soldier, Snake.

MASTER
I don't want you to tell them anything. Fortunately, you're strong enough to resist.

*Second time only

MASTER
Don't say anything to tease or anger the person torturing you. If you make him mad, it'll be that much worse for you. You'll need to save your strength.

*Third time only

MASTER
If you get a chance to eat, don't pass it up. A prisoner can't be choosy. You need to get your strength back so you can escape when the opportunity presents itself.

*Fourth and subsequent times

MASTER
Snake, you'll get a chance to escape. Make sure you take it.

*If player has submitted

SNAKE
Master, I...

MASTER
Don't say it, Snake. You still have a mission to accomplish. That's all you should be concentrating on right now.

*Additional dialogue if the player hasn't heard the initial Codec call with Campbell

MASTER
In any case, don't you think you should contact Colonel Campbell?

After taking out Johnny - the player can now escape

MASTER
Snake, now's your chance. Take it. Get out of there!

•Master

Prior to Hind D Battle

Medical room - before recovering equipment

MASTER

Snake, what happened to your items? You're not going to try to finish this mission barehanded are you? Get your items.

Before time bomb explodes

MASTER

Now that you've got your stuff back, you should take a good look through it. If you're slow equipping an item in battle, it could mean death.

After bomb explodes

*First time only

MASTER

That was too close, Snake.

SNAKE

Yeah. That was quite a surprise all right.

MASTER

with restrainted anger and disbelief because Ocelot went rogue Hiding a bomb in your items... that's a despicable act. He should never... Well, forget it. You'd better hurry to the underground base. You're almost out of time.

Caught a cold

MASTER

You caught a cold, Snake? In battle you need to be in top physical condition. Do you have any cold medicine?

Cave - the wolf dogs are docile

MASTER

The wolf dogs aren't attacking? Are you carrying something that might be causing them to act like that?

•Master

Prior to Entering Underground Base

Snowfield - rations have frozen

*First time only

MASTER
Your C-rations are frozen? Never eat frozen C-rats. It'll cause a temperature imbalance that'll drain your strength. Make sure you warm those C's before you eat 'em.

After defeating Wolf

MASTER
So you beat Wolf, huh. She was a fool to use the same tactics that failed her in your first meeting. But remember. Don't let down your guard until you've got a confirmed kill.

After Wolf's Final Moments cutscene

*First time only

SNAKE
Master, you and I... we're nothing more than dogs, are we?

MASTER
That's not like you, Snake... Don't let what Sniper Wolf said bother you.

SNAKE
...

MASTER
Listen. There's not a soldier alive that doesn't question himself. And if there is one, he's nothing more than a murderer.

MASTER
But someone like Wolf... a soldier who's looking for nothing more than their own death is no good to anyone either.

MASTER
Once she started to look for death, it was all over.

MASTER
That's how you'll end up too, Snake...

•Otacon

Prior to Torture Escape

Medical room - after torture sequence

*First time only

SNAKE
Otacon, are you still okay?

OTACON
Yeah. Thanks to the stealth camouflage, that is.

SNAKE
I have a favor to ask. I need your help.

OTACON
I was wondering when you'd ask. What should I do?

SNAKE
I've been captured. I'm locked up here in this cell.

OTACON
What cell?

SNAKE
There's a big torture machine nearby.

OTACON
Okay. I know it. It's close. I'll be there right away.

SNAKE
Thanks.

*Second time only

SNAKE
Otacon.

OTACON
I'm headed your way now. Can't you just relax?

SNAKE
I am relaxed. I just don't know how to kill time here.

OTACON
Okay. I'll be there as soon as I can.

*From third time until Otacon arrives at the cell

OTACON
I'm headed your way now. Can't you just relax?

Medical room - Otacon is already standing in front of the door

OTACON
increduously What are you using the Codec for? I'm right here.

Medical room - after obtaining Ketchup

OTACON
Did you use the ketchup? It took me a long time to find that. It's exactly the right color and consistency too.

OTACON
Use it wisely, okay?

*If Ketchup escape failed

OTACON
That's all I can do for you, Snake.

After taking out Johnny - the player can now escape

OTACON
What are you doing? Now's your chance to get outta there, Snake!

After the Ninja appears - the player can now escape

*First time only

SNAKE
Otacon, are you there?

OTACON
What is it?

SNAKE
Was that you who opened the door just now?

OTACON
What are you talking about?

SNAKE
So it wasn't you!... Which means that...

*Second and subsequent times

OTACON
The door is open right? You've got to get out of there now!

SNAKE
You're right.

•Otacon

Prior to Hind D Battle

After escaping medical room - before recovering equipment

OTACON
If you're looking for your items, they're near where you were being tortured. Why don't you go get them?

*First time only, if the player met Otacon at the cell

SNAKE
If you knew that, why didn't you just bring them to me?

OTACON
The guard was scary.

SNAKE
...

Caught a cold

SNAKE
Is there any cold medicine on this base?

OTACON
What's wrong, Snake? You caught a cold?

OTACON
I think there's some in the commander's room. There's a pharmaceutical storage room in the southwest of the first floor basement... of the Warhead Storage Building. There are other types of drugs there too.

OTACON
I gave directions to another soldier who had caught a cold.

SNAKE
Well it looks like he gave the cold to me.

Medical room - after disposing of time bomb

*First time only, if the player used the Ketchup to escape

OTACON
So you figured out what I had in mind, huh?

SNAKE
I can't believe it actually worked.

*If player escaped via another method despite having received the Ketchup

OTACON
It looks like you escaped. I'm glad.

SNAKE
No thanks to you.

OTACON
Too bad. I thought you'd be able to figure out what my plan was.

SNAKE
What are you talking about? I was just lucky that security was careless.

Between medical room and Communications Tower A

OTACON
If you go straight down the underground passageway north of the Cave, you'll arrive at the Communication Towers. You should be able to go over the glacier by using the Communication Towers' walkway. Head for the towers.

Communications Tower A - from entrance to 4F

OTACON
Snake, it's dark inside the Communication Towers. You should use your Night-Vision or Thermal Goggles.

*If player doesn't have the Thermal Goggles

OTACON
If you want Thermal Goggles, there's a pair on the same floor as my lab.

*If player doesn't have the Night-Vision Goggles

OTACON
There's a pair of Night-Vision Goggles near my lab.

*First time only

OTACON
Be careful. There are always a lot of soldiers guarding the Communication Tower.

*Second and subsequent times

OTACON
The walkway is directly between the Communications Towers. Head for there.

Communications Tower A 9F - in front of walkway door (incoming call)

*Before Hind encounter, first time only

OTACON
Snake, that's the door to the walkway.

SNAKE
It won't open even if I use the card.

OTACON
suddenly realized Huh? Oh that's right. I totally forgot...

SNAKE
Do you know something?

OTACON
That door sometimes gets frozen shut cause it's so cold outside.

SNAKE
Next time, tell me beforehand. So what should I do?

OTACON
It's impossible to open from the inside. They always used C4 or something from the outside...

SNAKE
From the outside? You can't open it from the inside?

OTACON
Sorry, it's impossible. But don't worry, you'll get through. There are two walkways that connect Tower A and Tower B. The other one's on the roof.

OTACON
You should just use the walkway on the roof.

*After Hind encounter

OTACON
tensely It's no good, Snake. It looks like that door is frozen shut. The only way to open it is to blow it open from the outside.

OTACON
And since the walkway on the roof is destroyed, to get to Tower B, you'll have to take the walkway on the other side of that door.

OTACON
If you had a rope, maybe you could lower yourself from the roof of Tower A to the other side...

Communications Tower A - after learning that door won't open

OTACON
Snake, there's a walkway up on the roof, too. You should use that one.

Communications Tower A roof - before Hind D appears

*First time only

SNAKE
Otacon, I'm up on the roof.

OTACON
That was a pretty fast climb.

SNAKE
I wanted to go slowly. But someone there forced me to move faster.

OTACON
Hmm. Well you can relax cause there's an elevator in Tower B.

*Second and subsequent times

OTACON
That walkway will take you to Tower B.

Communications Tower A roof - somewhere other than the roof after Walkway Discovered cutscene

OTACON
Snake, the walkway is on the roof of Tower A.

Communications Tower B roof - after Hind D cutscene

*First time only

OTACON

Snake, are you going to take on a Hind with your bare hands?

SNAKE

I'm not that big a fool. Isn't there a weapon I can use against him somewhere?

*Second and subsequent times

OTACON

There are Stinger Missiles in Communications Tower B. I'm pretty sure they're near the entrance to the walkway. If you had a rope, you could probably get them by dropping down from the roof.

*If player doesn't have the rope

OTACON

I saw a rope on the bottom floor of Tower A.

While rappelling

*First time only

OTACON

impressed Wow, Snake. You're like an action movie star!

SNAKE

Totally different.

OTACON

Huh?

SNAKE

This is real. Not some prearranged stunt. If I screw up, there are no retakes.

OTACON

Yeah... I guess you're right.

*Second and subsequent times

OTACON

Snake, there are some places on the wall where steam from the heating system is spurting out. So be careful, it'll give you a nasty burn.

After completing the rappel

OTACON
Great job. You made it down!

*If player died at least once during the rappel

SNAKE
It wasn't easy.

*If player didn't die

SNAKE
No problem.

*If player heard about the door being frozen shut

OTACON
Maybe now would be a good time to blow that door open with some C4 so you can get through later.

*If player hasn't heard about the door being frozen shut

OTACON
Snake, the doorway that leads from the walkway to Tower A is frozen shut. If you use some C4, you should be able to get through.

Communications Towers walkway - sniped at

OTACON
You're getting shot at? But to get where the Stinger Missiles are, you have to make it down that walkway.

Communications Tower B - before obtaining Stinger Missiles

OTACON
The Stinger Missiles are in a small room near the entrance to the walkway.

Communications Tower B - before encountering Otacon

*First time only

OTACON
Snake, I'm heading your way.

SNAKE
What are you talking about?

OTACON
There's something I've got to ask you...

SNAKE
Well what is it?

OTACON
hesitantly Hmm... well you see... I... I'll ask you when I see you... Bye.

SNAKE
Wait a minute!

*Second and subsequent times

OTACON
Snake, I'm coming out there. Just hold on, okay?

Communications Tower B spiral staircase - before Hind D battle

*First time only

OTACON
You're gonna go after that Hind now?

SNAKE
Yeah.

OTACON
worried I can still hear the sound of its rotors. It's just circling the tower. He must be waiting for you.

SNAKE
Yeah, well you won't hear it for much longer.

OTACON
... Good. In the meantime, I'll fix the elevator so you can use it later.

*Second and subsequent times

OTACON
I'll repair the elevator while you're fighting that Hind. It might take some time, so don't hurry.

•Otacon

Prior to Wolf Battle (2nd)

Communications Tower B roof - Hind D battle

OTACON
Snake, are you okay!?

SNAKE
So far. How are you doing?

OTACON
Sorry. The elevator's not working yet. It's strange. There's no problem with the motor and the power is on. I need a little more time...

Communications Tower B roof - after Hind D crash

OTACON
I don't know why, but the elevator just started working again. If you take it all the way to the bottom of Tower B and go outside, you'll be in the Snowfield.

OTACON
The entrance to the underground maintenance base is in the north of the Snowfield.

Communications Tower B elevator - stealth soldiers ambush

*First time only

SNAKE
Otacon, I can't see them! What should I do?

OTACON
Hmmm... Stealth camouflage works by bending the light around an object. That's how it makes them invisible.

OTACON
But it doesn't have the ability to mask heat.

*Second and subsequent times

OTACON
Use your Thermal Goggles, Snake. You'll be able to see their heat signatures!

*If player doesn't have the Thermal Goggles

OTACON
Huh? You don't have any Thermal Goggles? Well with your eyesight, you might be able to spot'em if you look really hard.

Snowfield - entrance

SNAKE
Otacon, which direction is the underground base?

OTACON
It's in the snowfield to the north of Tower B. The door is security level 6.

*Snowfield, first time only

OTACON
The weather is terrible. Make sure you don't get lost out there.

OTACON
Snake, I don't have to tell you, but it's bitter cold out there. It'd be dangerous to stay out in the Snowfield too long.

•Otacon

Prior to Entering Underground Base

Snowfield - Wolf battle (2nd)

SNAKE
Otacon, where can I find ammo for the PSG-1?

OTACON
I... I can't tell you.

After defeating Wolf, before Wolf's Final Moments cutscene

OTACON
...

After Wolf's Final Moments cutscene

OTACON
The entrance to the underground maintenance base is in the north of the Snowfield.

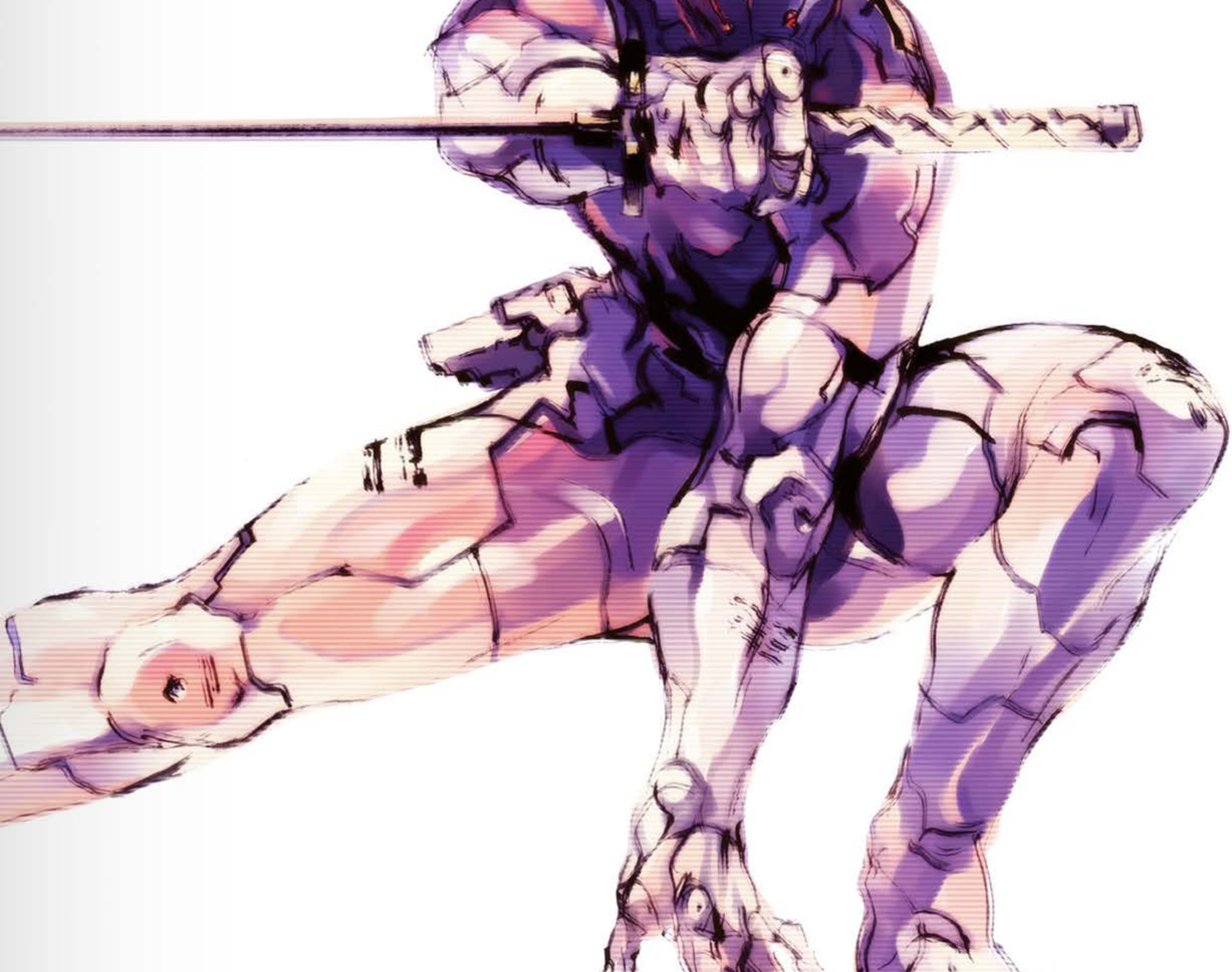
OTACON
... I'll be watching, Snake...

SECTION 4

Underground Base

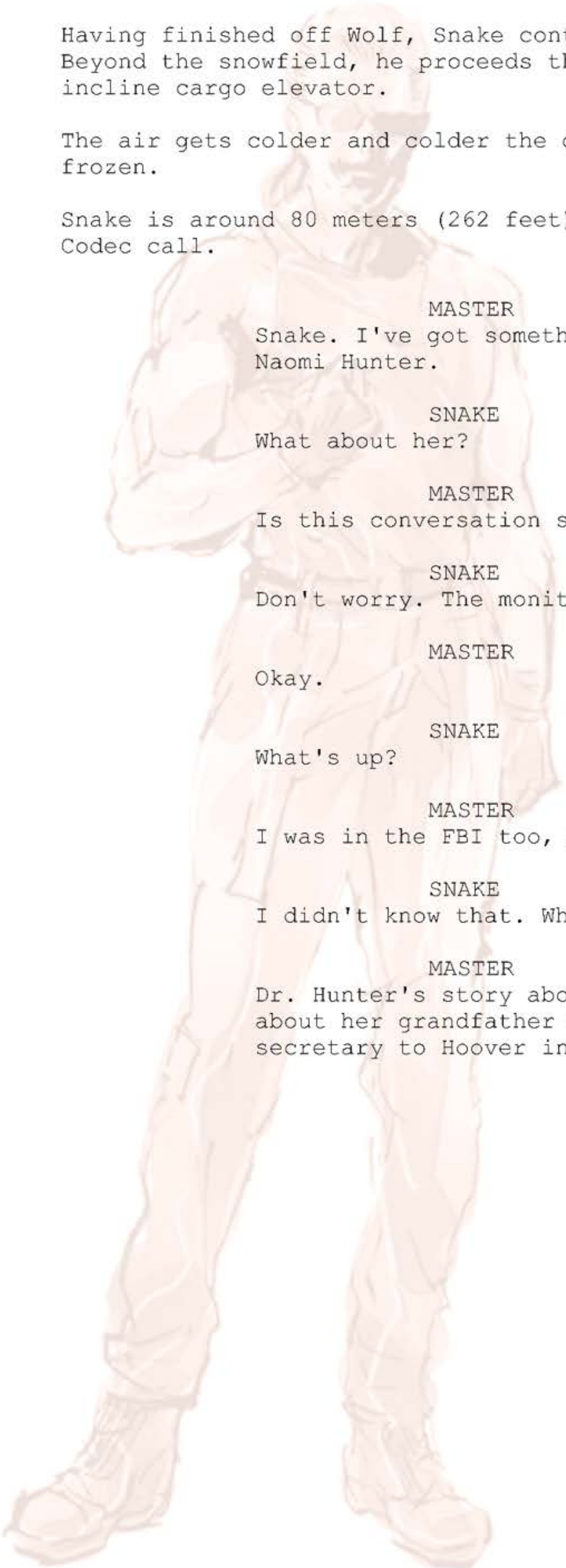
– Jeep Battle

地下基地～ジープ戦



To the Underground Base 1

Naomi is a Spy Codec Call (Cargo Elevator)



Having finished off Wolf, Snake continues to the underground base. Beyond the snowfield, he proceeds through a blast furnace and boards an incline cargo elevator.

The air gets colder and colder the deeper it goes. Even its pipes have frozen.

Snake is around 80 meters (262 feet) below ground when he gets another Codec call.

MASTER
Snake. I've got something to tell you about Naomi Hunter.

SNAKE
What about her?

MASTER
Is this conversation secure?

SNAKE
Don't worry. The monitor's off.

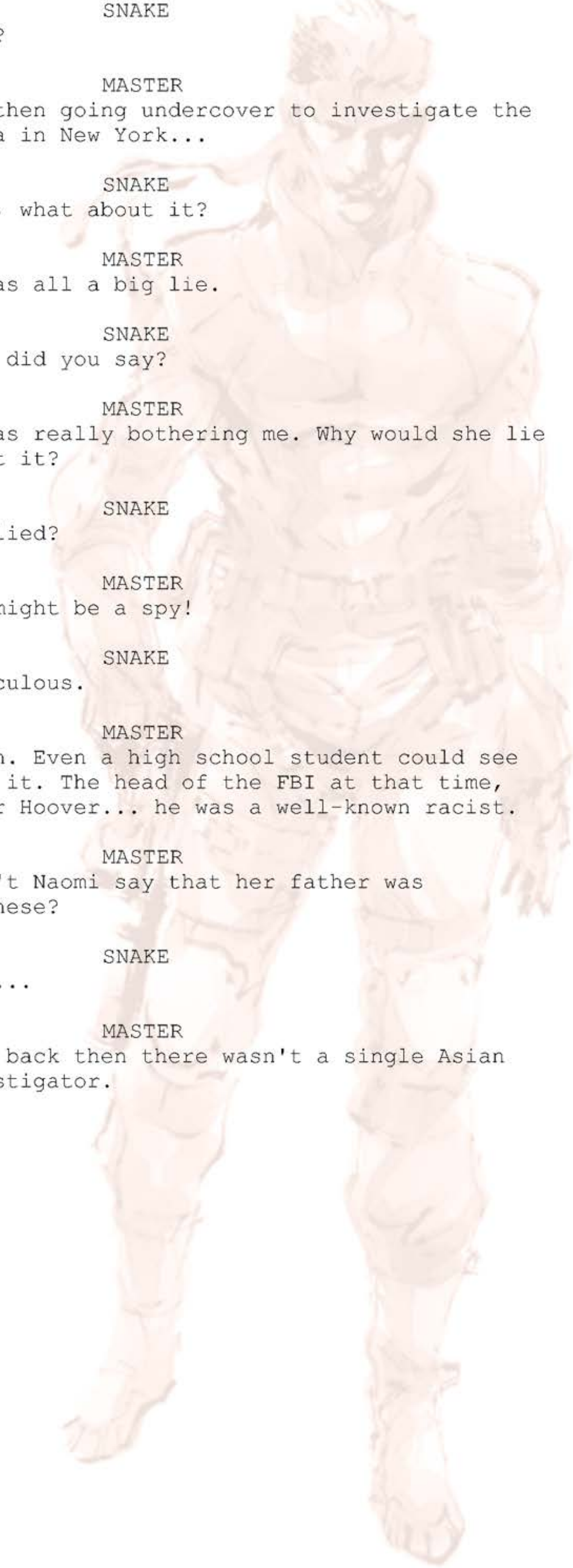
MASTER
Okay.

SNAKE
What's up?

MASTER
I was in the FBI too, y'know.

SNAKE
I didn't know that. What's your point?

MASTER
Dr. Hunter's story about her background... about her grandfather being an assistant secretary to Hoover in the FBI...



SNAKE
Yeah?

MASTER
And then going undercover to investigate the mafia in New York...

SNAKE
Yeah, what about it?

MASTER
It was all a big lie.

SNAKE
What did you say?

MASTER
It was really bothering me. Why would she lie about it?

SNAKE
She lied?

MASTER
She might be a spy!

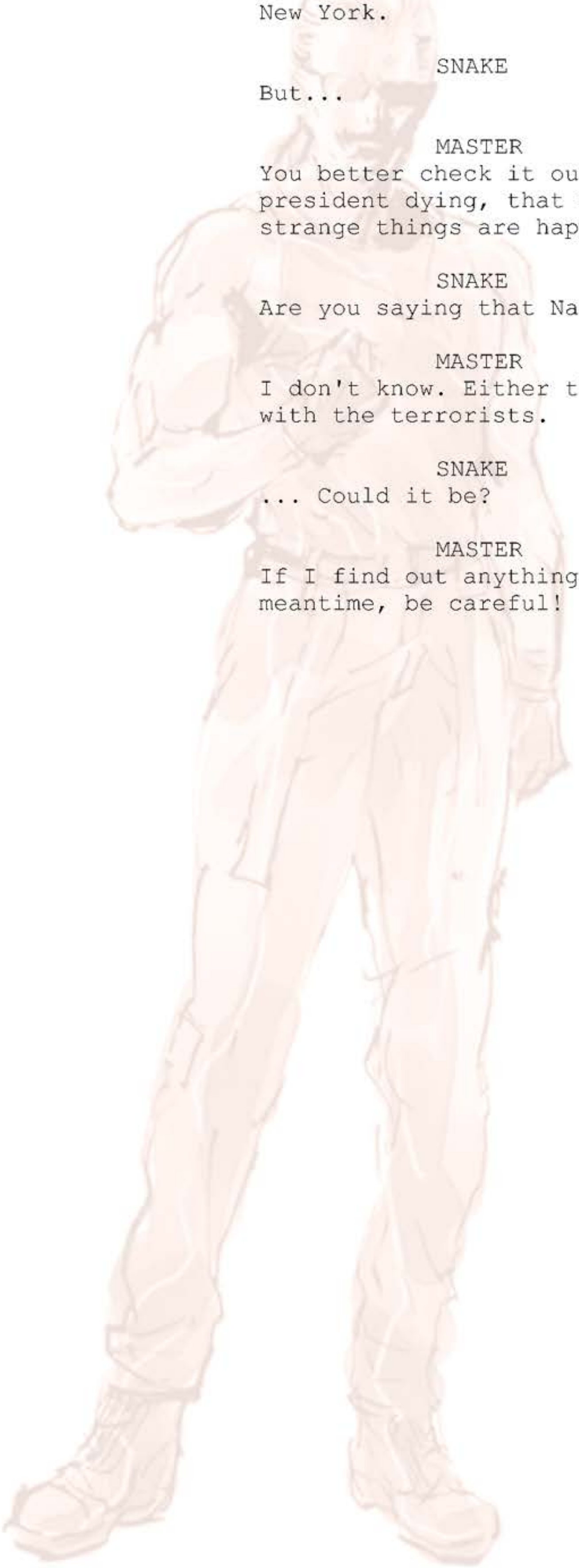
SNAKE
Ridiculous.

MASTER
C'mon. Even a high school student could see past it. The head of the FBI at that time, Edgar Hoover... he was a well-known racist.

MASTER
Didn't Naomi say that her father was Japanese?

SNAKE
Yeah...

MASTER
Well back then there wasn't a single Asian investigator.



MASTER
Also, in the 1950's the undercover mafia sting operations hadn't even started yet. They first started in 1960... in Chicago, not New York.

SNAKE
But...

MASTER
You better check it out. The chief and the president dying, that ninja... too many strange things are happening.

SNAKE
Are you saying that Naomi might be behind it?

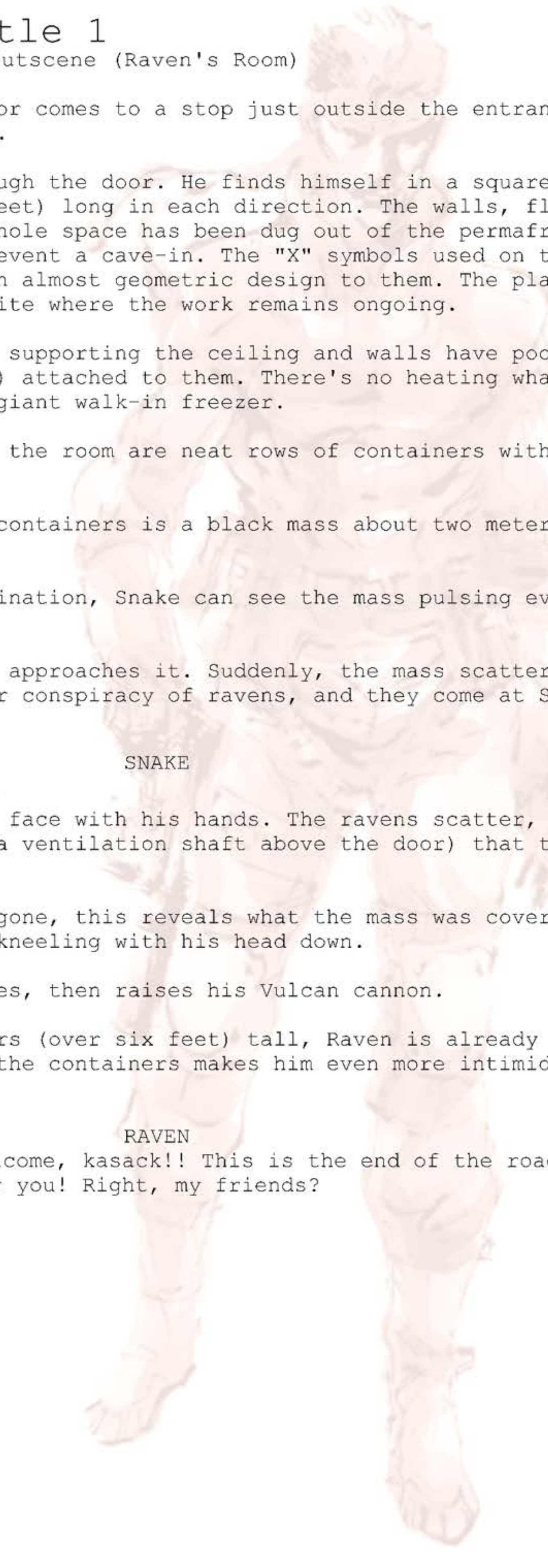
MASTER
I don't know. Either that or she's working with the terrorists.

SNAKE
... Could it be?

MASTER
If I find out anything, I'll call. In the meantime, be careful!

Raven Battle 1

Raven's Return Cutscene (Raven's Room)



The cargo elevator comes to a stop just outside the entrance to the underground base.

Snake heads through the door. He finds himself in a square-shaped room 40 meters (131 feet) long in each direction. The walls, floor, and ceiling... The whole space has been dug out of the permafrost and reinforced to prevent a cave-in. The "X" symbols used on the stabilizing materials have an almost geometric design to them. The place feels like a construction site where the work remains ongoing.

The iron pillars supporting the ceiling and walls have poor excuses for lights (lanterns) attached to them. There's no heating whatsoever—the place is like a giant walk-in freezer.

In the middle of the room are neat rows of containers with ammunition in them.

Atop one of the containers is a black mass about two meters (six feet) in height.

Upon closer examination, Snake can see the mass pulsing ever so slightly.

Snake cautiously approaches it. Suddenly, the mass scatters into the air. It's another conspiracy of ravens, and they come at Snake's face!

SNAKE
!!!

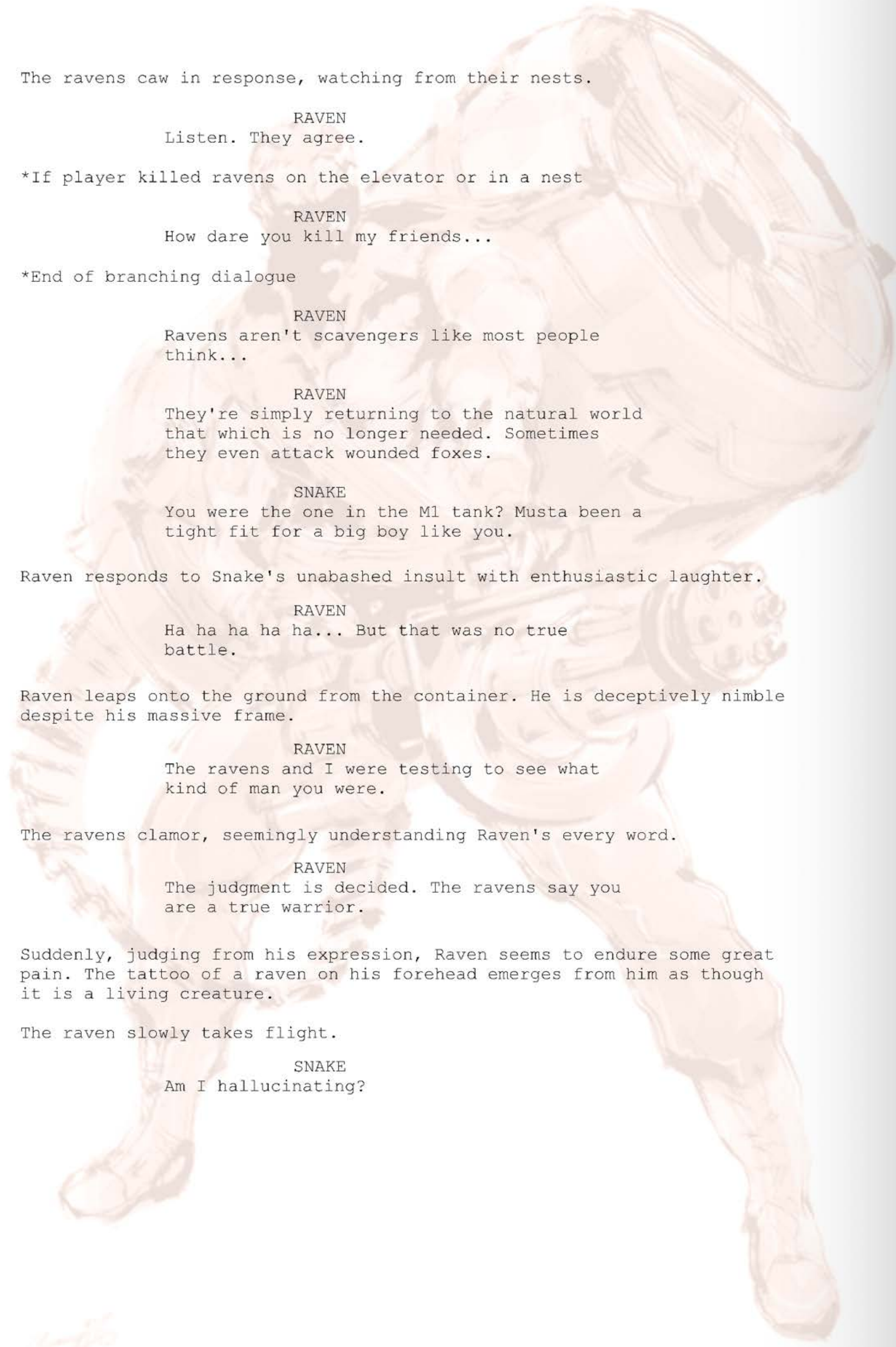
Snake covers his face with his hands. The ravens scatter, flying into the passageway (a ventilation shaft above the door) that takes them back to their nests.

With the ravens gone, this reveals what the mass was covering—Vulcan Raven, silently kneeling with his head down.

Raven slowly rises, then raises his Vulcan cannon.

At over two meters (over six feet) tall, Raven is already a big fellow, but standing on the containers makes him even more intimidating.

RAVEN
Welcome, kasack!! This is the end of the road for you! Right, my friends?



The ravens caw in response, watching from their nests.

RAVEN
Listen. They agree.

*If player killed ravens on the elevator or in a nest

RAVEN
How dare you kill my friends...

*End of branching dialogue

RAVEN
Ravens aren't scavengers like most people think...

RAVEN
They're simply returning to the natural world that which is no longer needed. Sometimes they even attack wounded foxes.

SNAKE
You were the one in the M1 tank? Musta been a tight fit for a big boy like you.

Raven responds to Snake's unabashed insult with enthusiastic laughter.

RAVEN
Ha ha ha ha ha... But that was no true battle.

Raven leaps onto the ground from the container. He is deceptively nimble despite his massive frame.

RAVEN
The ravens and I were testing to see what kind of man you were.

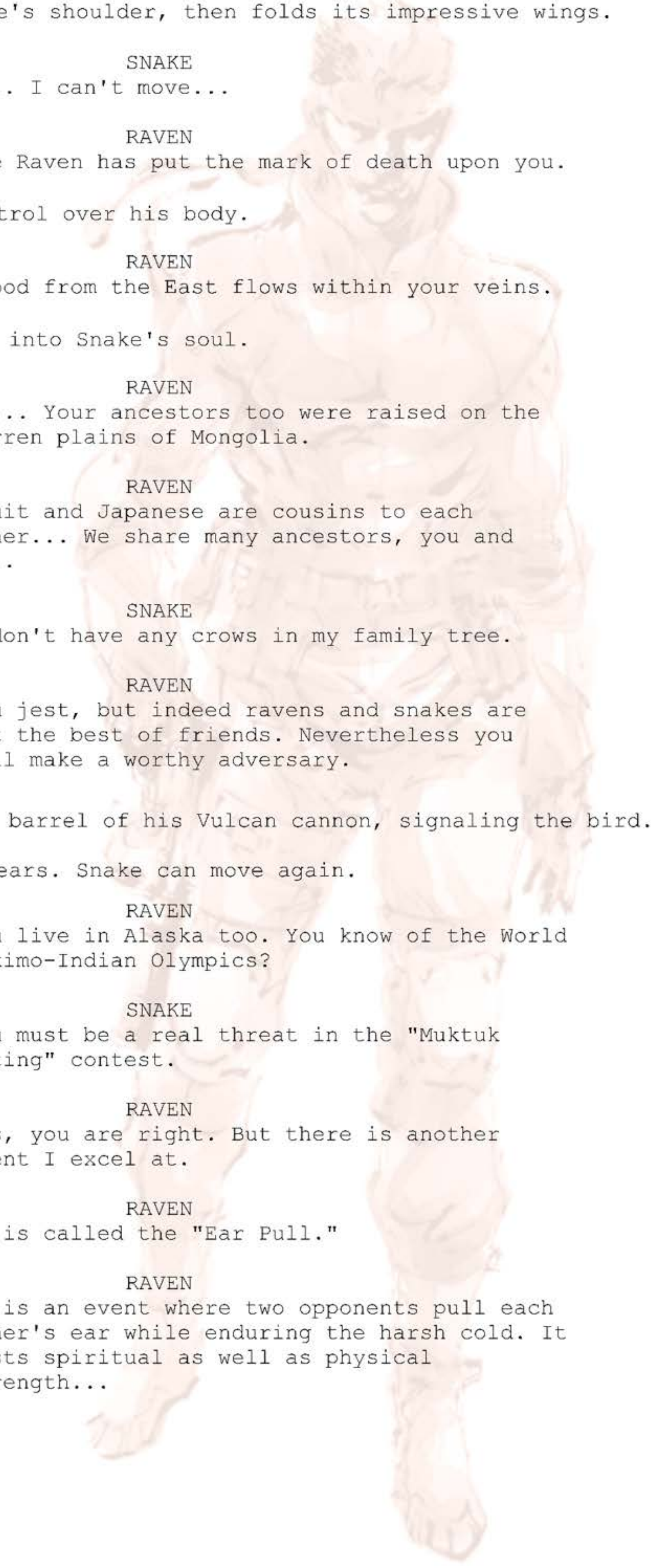
The ravens clamor, seemingly understanding Raven's every word.

RAVEN
The judgment is decided. The ravens say you are a true warrior.

Suddenly, judging from his expression, Raven seems to endure some great pain. The tattoo of a raven on his forehead emerges from him as though it is a living creature.

The raven slowly takes flight.

SNAKE
Am I hallucinating?



It lands on Snake's shoulder, then folds its impressive wings.

SNAKE
I... I can't move...

RAVEN
The Raven has put the mark of death upon you.

Snake has no control over his body.

RAVEN
Blood from the East flows within your veins.

Raven peers deep into Snake's soul.

RAVEN
Ah... Your ancestors too were raised on the barren plains of Mongolia.

RAVEN
Inuit and Japanese are cousins to each other... We share many ancestors, you and I...

SNAKE
I don't have any crows in my family tree.

RAVEN
You jest, but indeed ravens and snakes are not the best of friends. Nevertheless you will make a worthy adversary.

Raven raises the barrel of his Vulcan cannon, signaling the bird.

The raven disappears. Snake can move again.

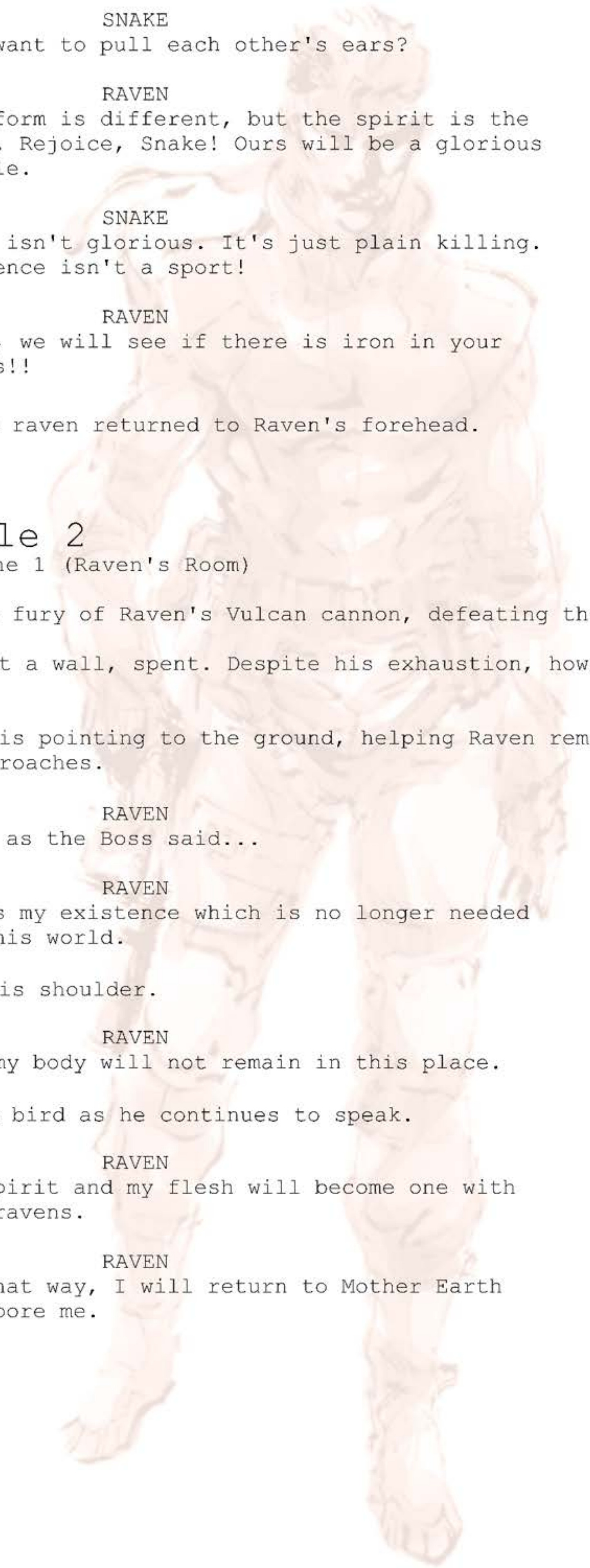
RAVEN
You live in Alaska too. You know of the World Eskimo-Indian Olympics?

SNAKE
You must be a real threat in the "Muktuk Eating" contest.

RAVEN
Yes, you are right. But there is another event I excel at.

RAVEN
It is called the "Ear Pull."

RAVEN
It is an event where two opponents pull each other's ear while enduring the harsh cold. It tests spiritual as well as physical strength...



SNAKE
You want to pull each other's ears?

RAVEN
The form is different, but the spirit is the same. Rejoice, Snake! Ours will be a glorious battle.

SNAKE
This isn't glorious. It's just plain killing. Violence isn't a sport!

RAVEN
Well, we will see if there is iron in your words!!

At some point, the raven returned to Raven's forehead.

Raven Battle 2

Raven Dies Cutscene 1 (Raven's Room)

Snake survives the fury of Raven's Vulcan cannon, defeating the shaman.

Raven leans against a wall, spent. Despite his exhaustion, however, he remains standing.

The Vulcan cannon is pointing to the ground, helping Raven remain upright. Snake approaches.

RAVEN
Just as the Boss said...

RAVEN
It is my existence which is no longer needed in this world.

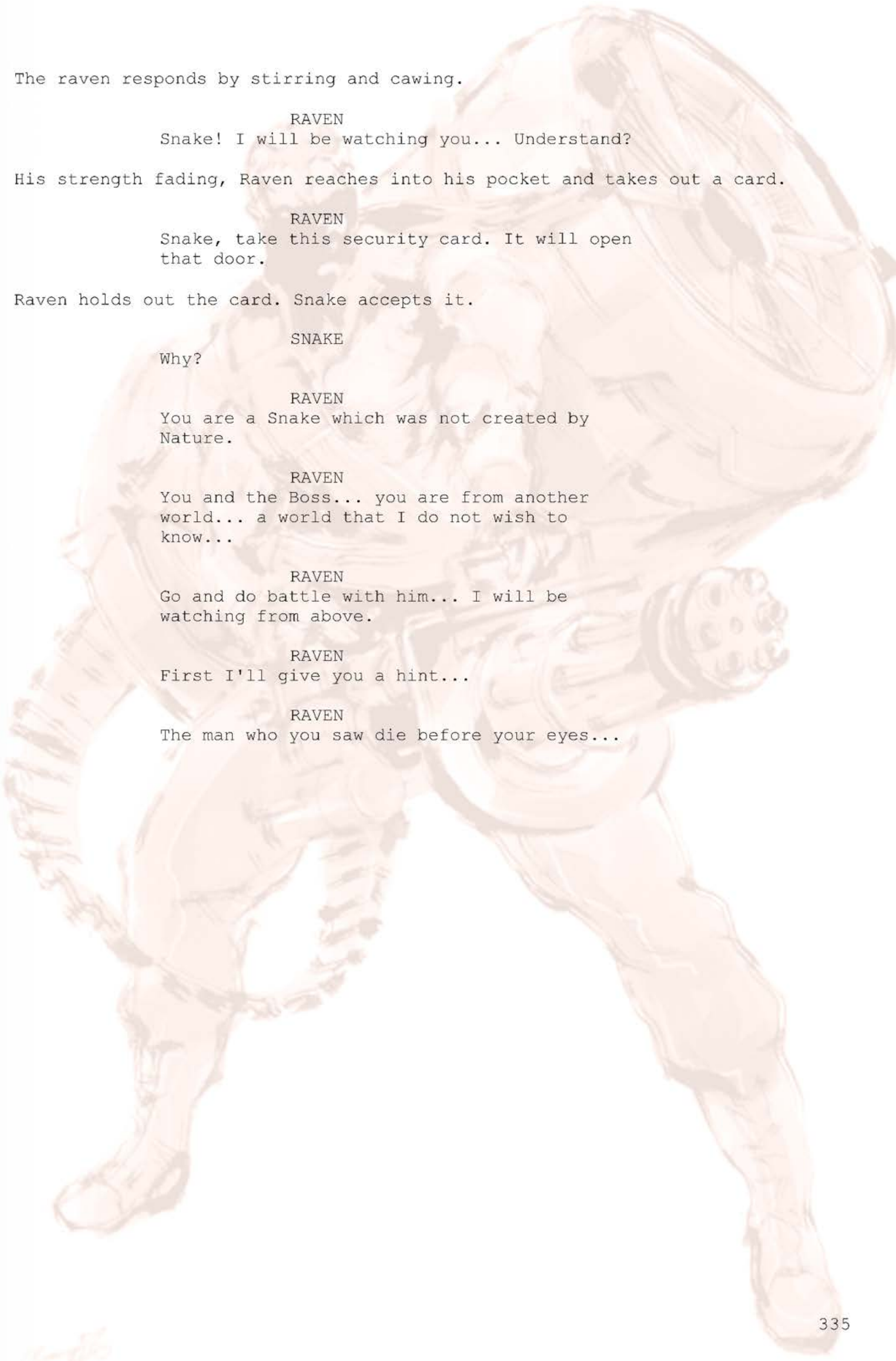
A raven lands on his shoulder.

RAVEN
But my body will not remain in this place.

Raven looks at the bird as he continues to speak.

RAVEN
My spirit and my flesh will become one with the ravens.

RAVEN
In that way, I will return to Mother Earth who bore me.



The raven responds by stirring and cawing.

RAVEN
Snake! I will be watching you... Understand?

His strength fading, Raven reaches into his pocket and takes out a card.

RAVEN
Snake, take this security card. It will open that door.

Raven holds out the card. Snake accepts it.

SNAKE
Why?

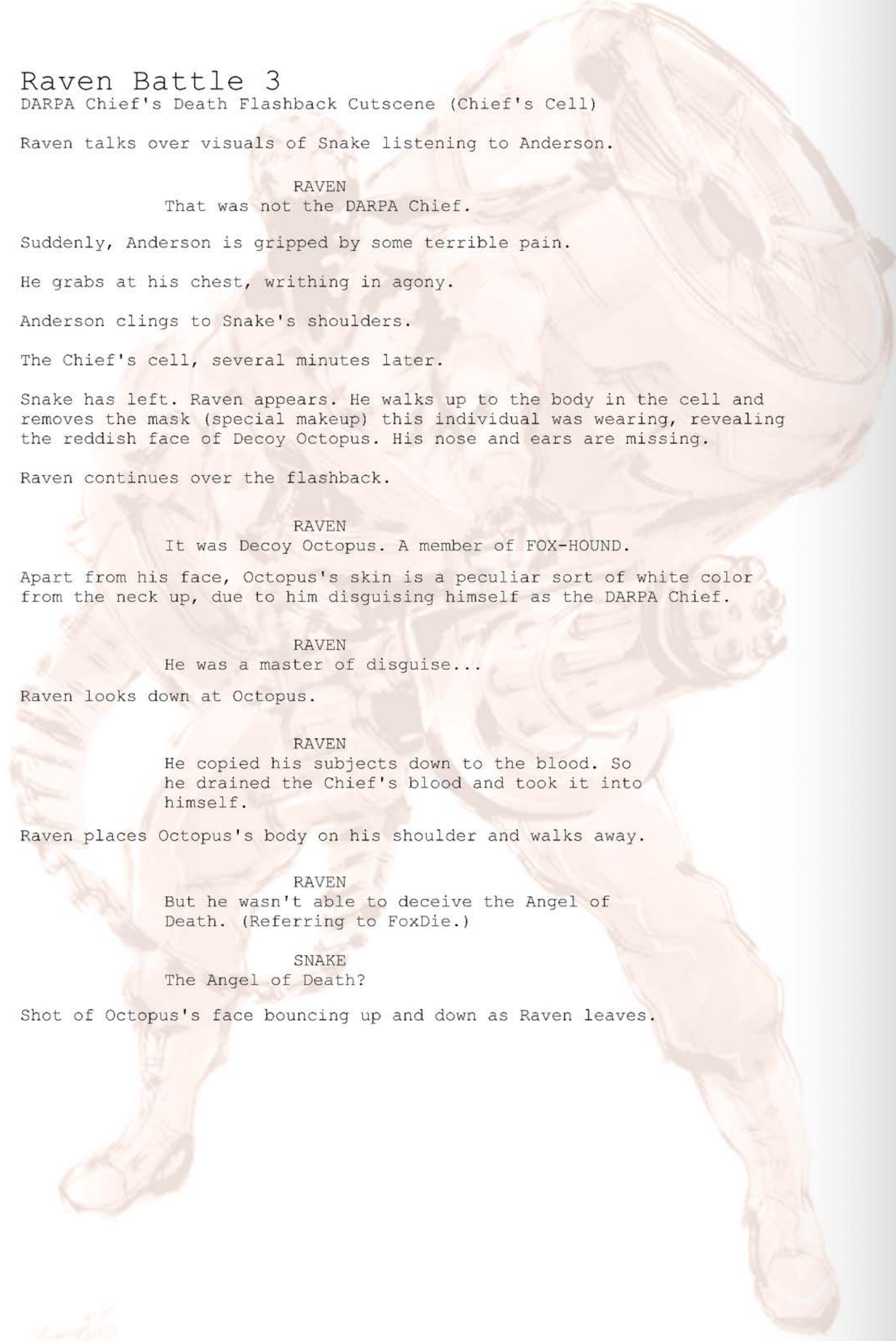
RAVEN
You are a Snake which was not created by Nature.

RAVEN
You and the Boss... you are from another world... a world that I do not wish to know...

RAVEN
Go and do battle with him... I will be watching from above.

RAVEN
First I'll give you a hint...

RAVEN
The man who you saw die before your eyes...



Raven Battle 3

DARPA Chief's Death Flashback Cutscene (Chief's Cell)

Raven talks over visuals of Snake listening to Anderson.

RAVEN
That was not the DARPA Chief.

Suddenly, Anderson is gripped by some terrible pain.

He grabs at his chest, writhing in agony.

Anderson clings to Snake's shoulders.

The Chief's cell, several minutes later.

Snake has left. Raven appears. He walks up to the body in the cell and removes the mask (special makeup) this individual was wearing, revealing the reddish face of Decoy Octopus. His nose and ears are missing.

Raven continues over the flashback.

RAVEN
It was Decoy Octopus. A member of FOX-HOUND.

Apart from his face, Octopus's skin is a peculiar sort of white color from the neck up, due to him disguising himself as the DARPA Chief.

RAVEN
He was a master of disguise...

Raven looks down at Octopus.

RAVEN
He copied his subjects down to the blood. So he drained the Chief's blood and took it into himself.

Raven places Octopus's body on his shoulder and walks away.

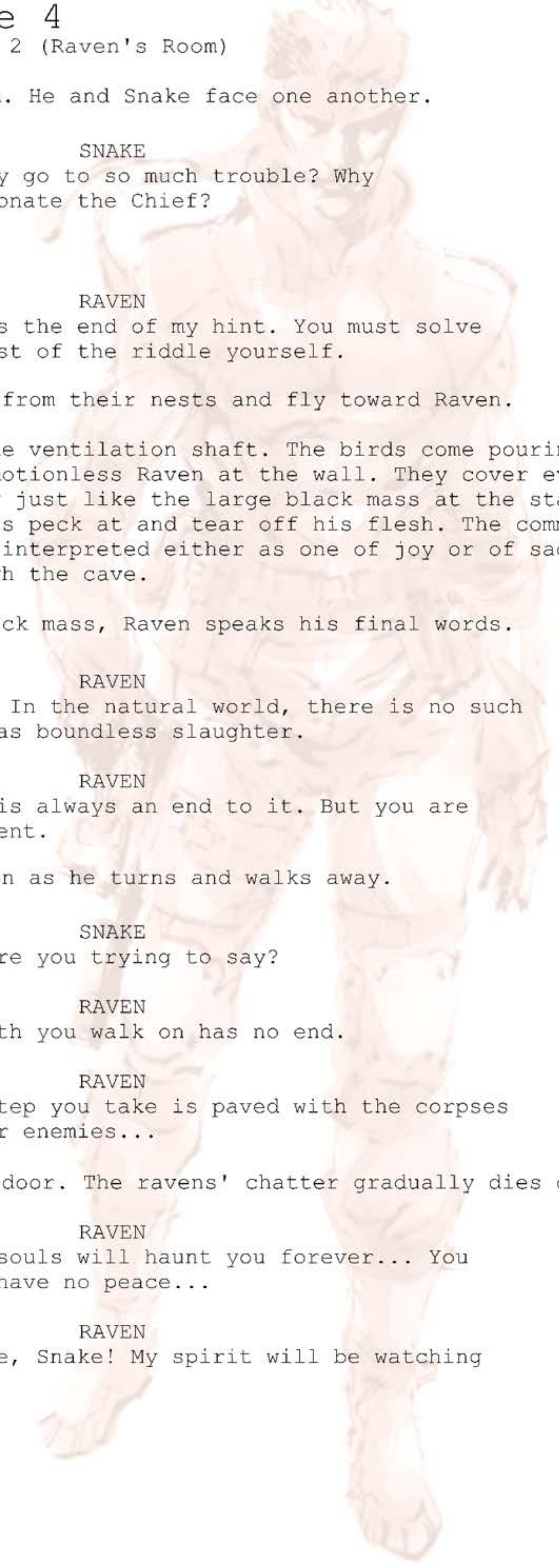
RAVEN
But he wasn't able to deceive the Angel of Death. (Referring to FoxDie.)

SNAKE
The Angel of Death?

Shot of Octopus's face bouncing up and down as Raven leaves.

Raven Battle 4

Raven Dies Cutscene 2 (Raven's Room)



Back in Raven's room. He and Snake face one another.

SNAKE
But why go to so much trouble? Why impersonate the Chief?

Raven chuckles.

RAVEN
That is the end of my hint. You must solve the rest of the riddle yourself.

The ravens take off from their nests and fly toward Raven.

Snake looks up at the ventilation shaft. The birds come pouring into the room and swarm the motionless Raven at the wall. They cover every inch of his body, looking just like the large black mass at the start of the encounter. The ravens peck at and tear off his flesh. The commotion they make—which could be interpreted either as one of joy or of sadness —reverberates through the cave.

From beneath the black mass, Raven speaks his final words.

RAVEN
Snake! In the natural world, there is no such thing as boundless slaughter.

RAVEN
There is always an end to it. But you are different.

Snake asks a question as he turns and walks away.

SNAKE
What are you trying to say?

RAVEN
The path you walk on has no end.

RAVEN
Each step you take is paved with the corpses of your enemies...

Snake heads for the door. The ravens' chatter gradually dies down.

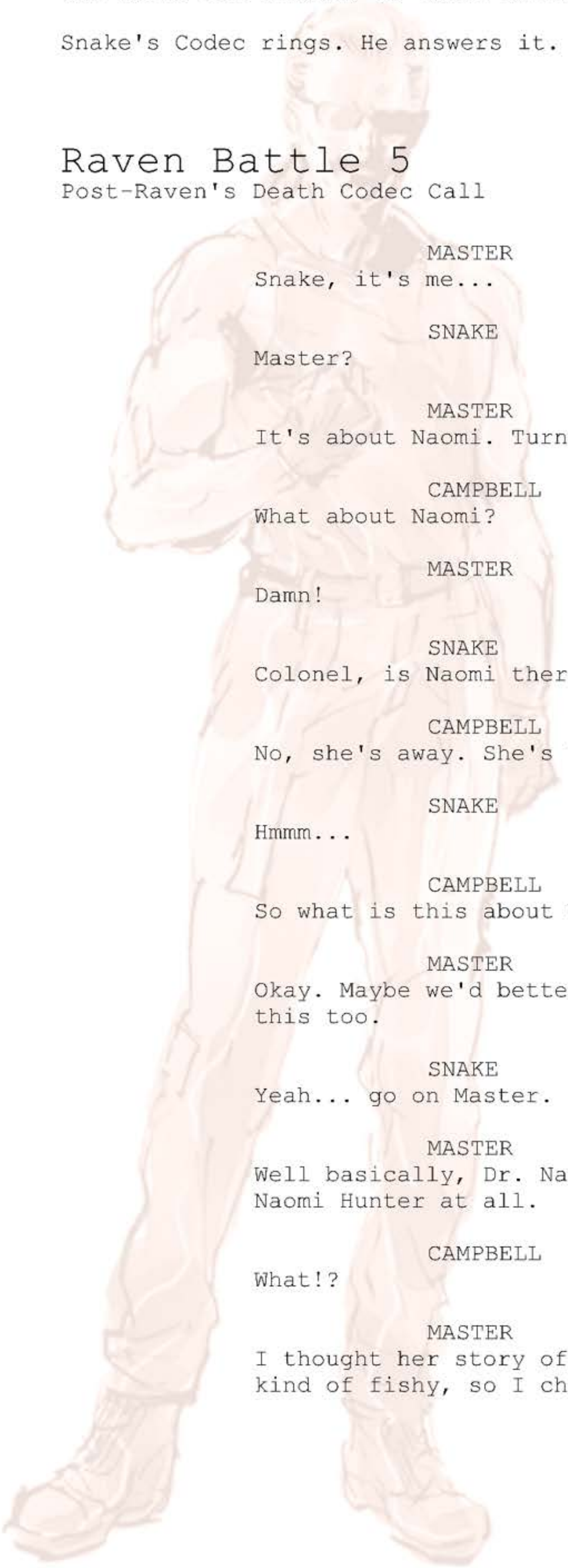
RAVEN
Their souls will haunt you forever... You shall have no peace...

RAVEN
Hear me, Snake! My spirit will be watching you!!

Snake turns back around.

The birds all scatter at once. There isn't a trace of Raven left.

Snake's Codec rings. He answers it.



Raven Battle 5

Post-Raven's Death Codec Call

MASTER
Snake, it's me...

SNAKE
Master?

MASTER
It's about Naomi. Turn your monitor off...

CAMPBELL
What about Naomi?

MASTER
Damn!

SNAKE
Colonel, is Naomi there?

CAMPBELL
No, she's away. She's taking a short nap.

SNAKE
Hmmm...

CAMPBELL
So what is this about Naomi?

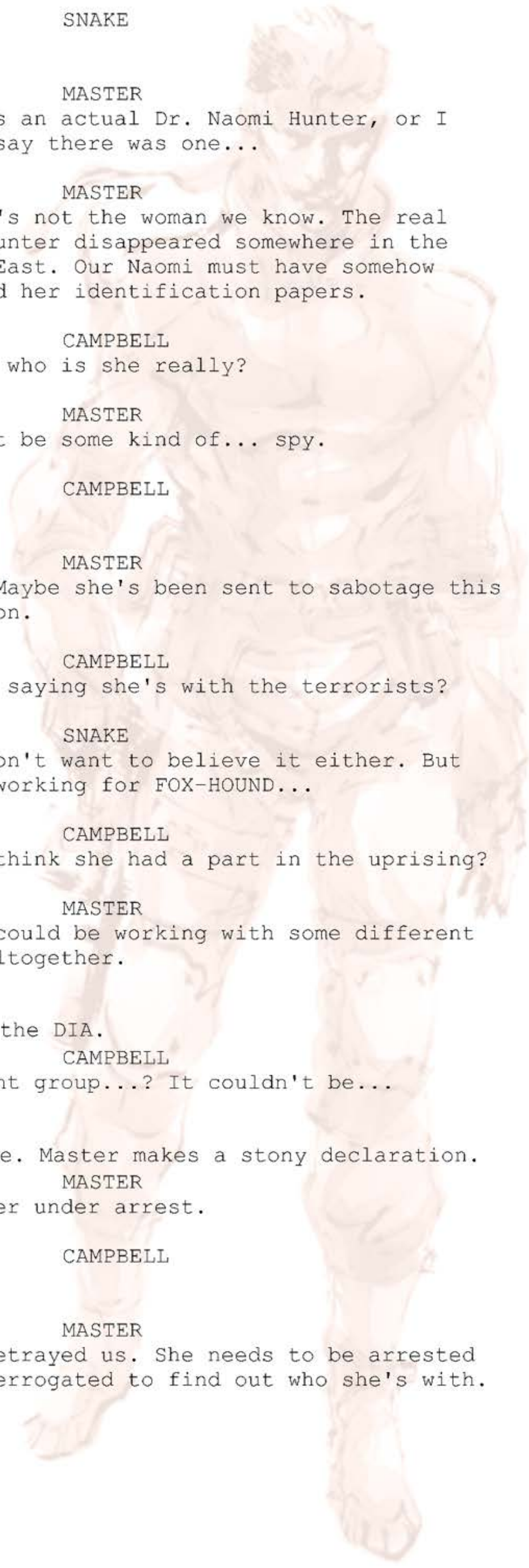
MASTER
Okay. Maybe we'd better let the Colonel hear this too.

SNAKE
Yeah... go on Master.

MASTER
Well basically, Dr. Naomi Hunter is not Dr. Naomi Hunter at all.

CAMPBELL
What!?

MASTER
I thought her story of her background sounded kind of fishy, so I checked it out.



SNAKE
And...?

MASTER
There is an actual Dr. Naomi Hunter, or I should say there was one...

MASTER
But she's not the woman we know. The real Naomi Hunter disappeared somewhere in the Middle East. Our Naomi must have somehow obtained her identification papers.

CAMPBELL
So then who is she really?

MASTER
She must be some kind of... spy.

CAMPBELL
A spy!?

MASTER
Yes... Maybe she's been sent to sabotage this operation.

CAMPBELL
Are you saying she's with the terrorists?

SNAKE
... I don't want to believe it either. But she is working for FOX-HOUND...

CAMPBELL
So you think she had a part in the uprising?

MASTER
Or she could be working with some different group altogether.

Master is hinting at the DIA.

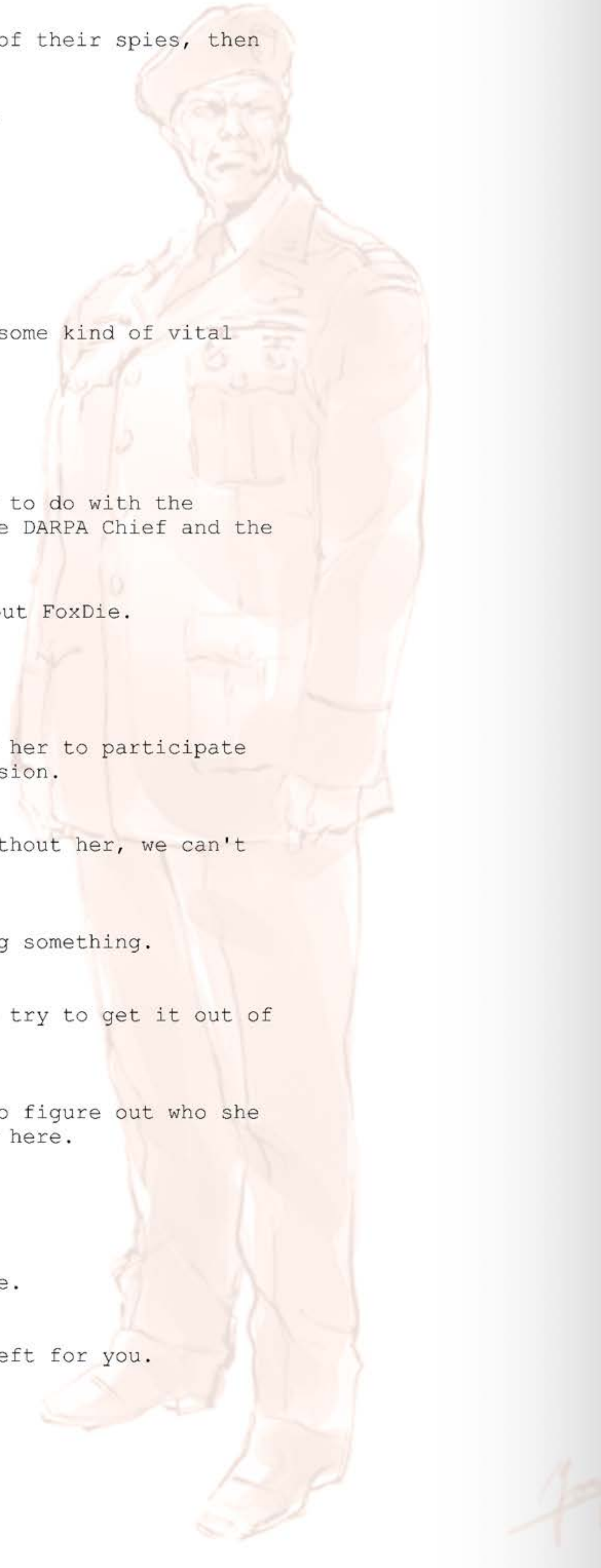
CAMPBELL
Different group...? It couldn't be...

Campbell is indecisive. Master makes a stony declaration.

MASTER
Place her under arrest.

CAMPBELL
What!?

MASTER
She's betrayed us. She needs to be arrested and interrogated to find out who she's with.



CAMPBELL
gravely If she's one of their spies, then we're in big trouble...

(The Colonel is referring to FoxDie.)

SNAKE
What do you mean!?

CAMPBELL
Oh nothing...

MASTER
Have you let her in on some kind of vital secret or something?

CAMPBELL
...

MASTER
Does this have anything to do with the mysterious deaths of the DARPA Chief and the ArmsTech president?

Master is fishing for information about FoxDie.

CAMPBELL
I... I have no idea.

MASTER
Anyway, we cannot allow her to participate any further in this mission.

CAMPBELL
Wait, wait a minute. Without her, we can't complete this mission.

SNAKE
I knew it. You're hiding something.

CAMPBELL
Give me some time. I'll try to get it out of her...

MASTER
Hurry then. We've got to figure out who she is and what she's doing here.

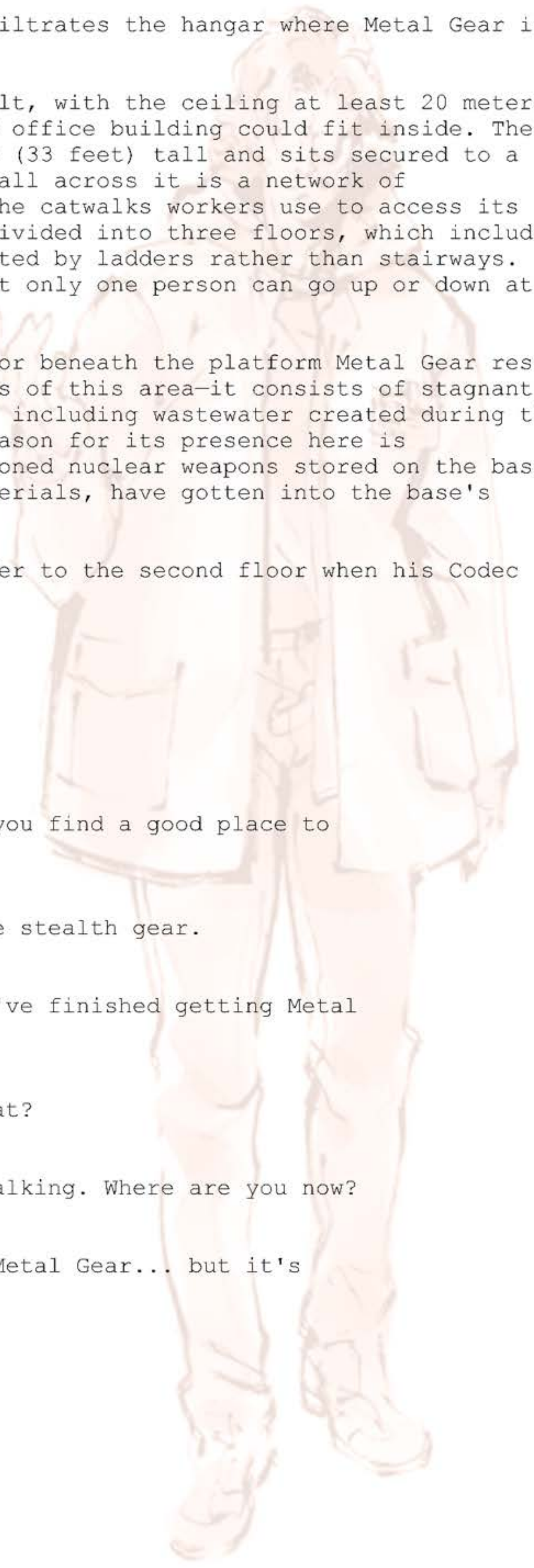
CAMPBELL
I understand.

CAMPBELL
Snake, give me some time.

SNAKE
I don't have any time left for you.

Metal Gear's Hangar 1

Otacon Codec Call 1 (Metal Gear Hangar 1F)



After defeating Raven, Snake infiltrates the hangar where Metal Gear is stored.

The hangar is like a massive vault, with the ceiling at least 20 meters (66 feet) or higher—a four-story office building could fit inside. The Metal Gear stands over 10 meters (33 feet) tall and sits secured to a platform in the middle. Running all across it is a network of maintenance pipes, cables, and the catwalks workers use to access its various sections. The space is divided into three floors, which includes the catwalks, and they're connected by ladders rather than stairways. The ladders' widths are such that only one person can go up or down at a time.

There's an additional, lower floor beneath the platform Metal Gear rests on. Drainage flows into the sides of this area—it consists of stagnant liquid with a pallid glow to it, including wastewater created during the nuclear disposal process. The reason for its presence here is contaminants from the decommissioned nuclear weapons stored on the base, as well as other radioactive materials, have gotten into the base's drainage system.

Snake is about to climb the ladder to the second floor when his Codec rings.

It's Otacon.

OTACON
Snake... it's me.

SNAKE
What's wrong? Did you find a good place to hide?

OTACON
Yeah, thanks to the stealth gear.

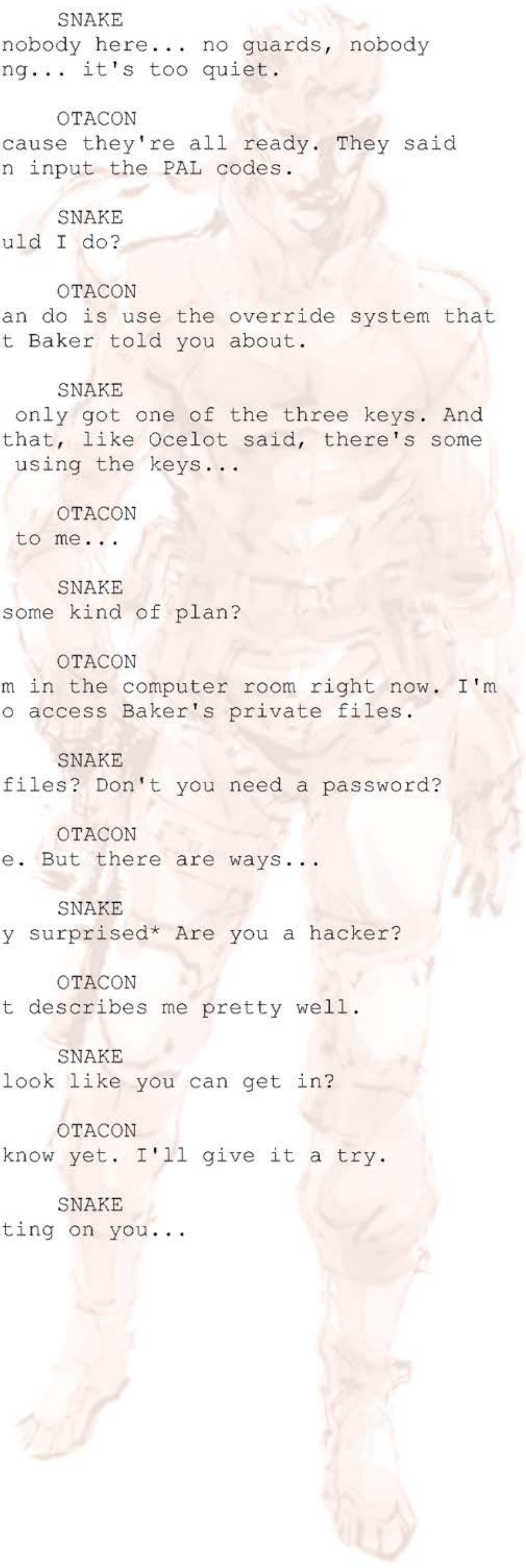
OTACON
It looks like they've finished getting Metal Gear ready.

SNAKE
How do you know that?

OTACON
I overheard them talking. Where are you now?

SNAKE
Right in front of Metal Gear... but it's strange.

OTACON
What is?



SNAKE
There's nobody here... no guards, nobody patrolling... it's too quiet.

OTACON
Maybe because they're all ready. They said they even input the PAL codes.

SNAKE
What should I do?

OTACON
All we can do is use the override system that President Baker told you about.

SNAKE
But I've only got one of the three keys. And besides that, like Ocelot said, there's some trick to using the keys...

OTACON
Leave it to me...

SNAKE
You got some kind of plan?

OTACON
Well, I'm in the computer room right now. I'm trying to access Baker's private files.

SNAKE
Baker's files? Don't you need a password?

OTACON
Of course. But there are ways...

SNAKE
slightly surprised Are you a hacker?

OTACON
Yup. That describes me pretty well.

SNAKE
Does it look like you can get in?

OTACON
I don't know yet. I'll give it a try.

SNAKE
I'm counting on you...

Metal Gear's Hangar 2

Otacon Codec Call 2 (Metal Gear Hangar 2F)

Snake is about to climb the ladder to the third floor when his Codec rings.

It's Otacon again.

OTACON
Snake... it's me again.

SNAKE
How's it going?

OTACON
Hmmm... not bad. I just got past his third security level. He was a pretty careful guy.

SNAKE
Do you think you'll break in soon?

OTACON
I've never met a system I couldn't bust into.

SNAKE
Okay, keep trying...

Metal Gear's Hangar 3

Otacon Codec Call 3 (Metal Gear Hangar 3F)

The third floor is positioned at the same height as the top of Metal Gear. Catwalks extend to its *randoseru* (nuclear module), radome, railgun unit, and cockpit.

The ladder to the third floor puts Snake on the nuclear module *(randoseru*) on Metal Gear's back. When he reaches the middle of its back, Snake gets another call.

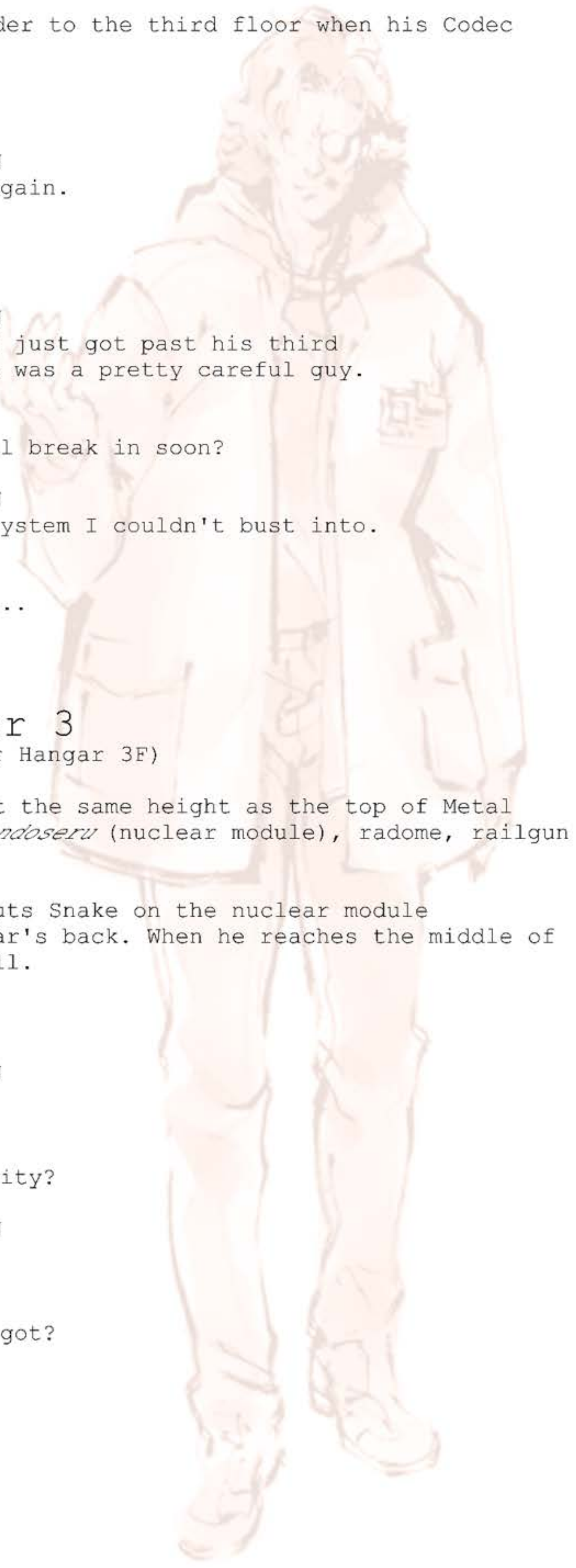
Once again, it's Otacon.

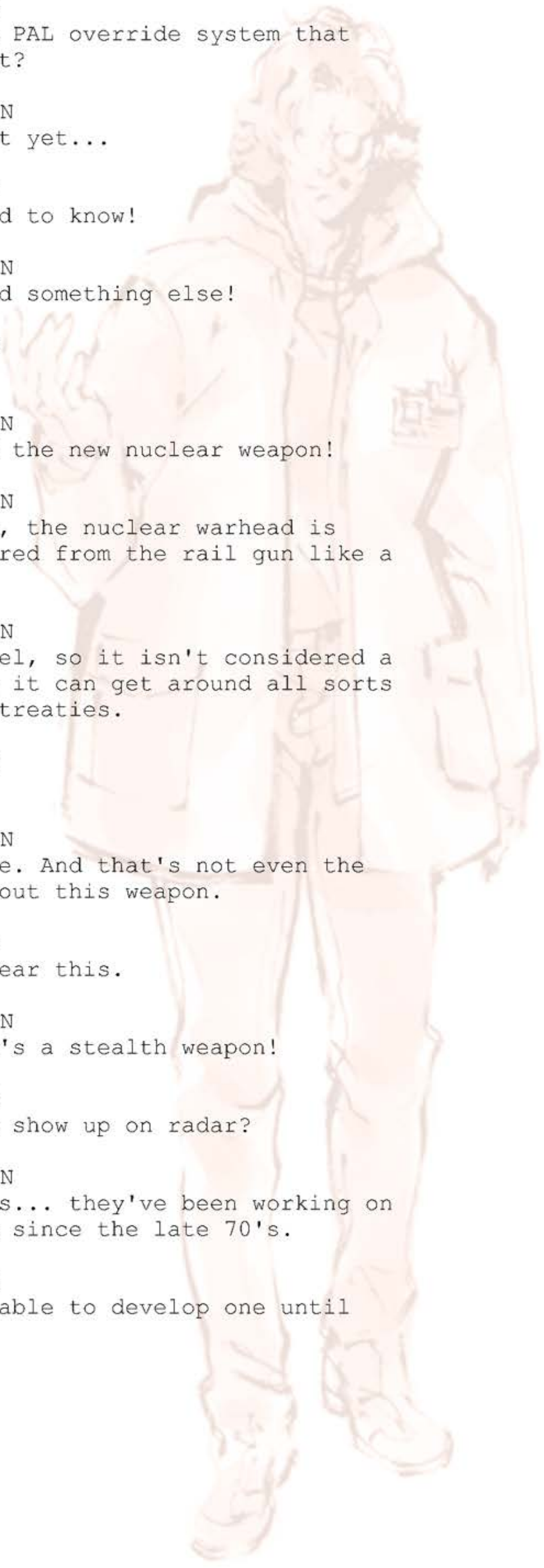
OTACON
Snake, I did it!

SNAKE
You got past security?

OTACON
Bingo!!!

SNAKE
Great! So whaddya got?





OTACON
I accessed the confidential Metal Gear file.

SNAKE
So what about the PAL override system that Baker talked about?

OTACON
I haven't found it yet...

SNAKE
That's what I need to know!

OTACON
But Snake, I found something else!

SNAKE
What?

OTACON
The secret behind the new nuclear weapon!

OTACON
Just as I thought, the nuclear warhead is designed to be fired from the rail gun like a projectile...

OTACON
It doesn't use fuel, so it isn't considered a missile. That way it can get around all sorts of international treaties.

SNAKE
Pretty sneaky.

OTACON
Yes, but effective. And that's not even the scariest thing about this weapon.

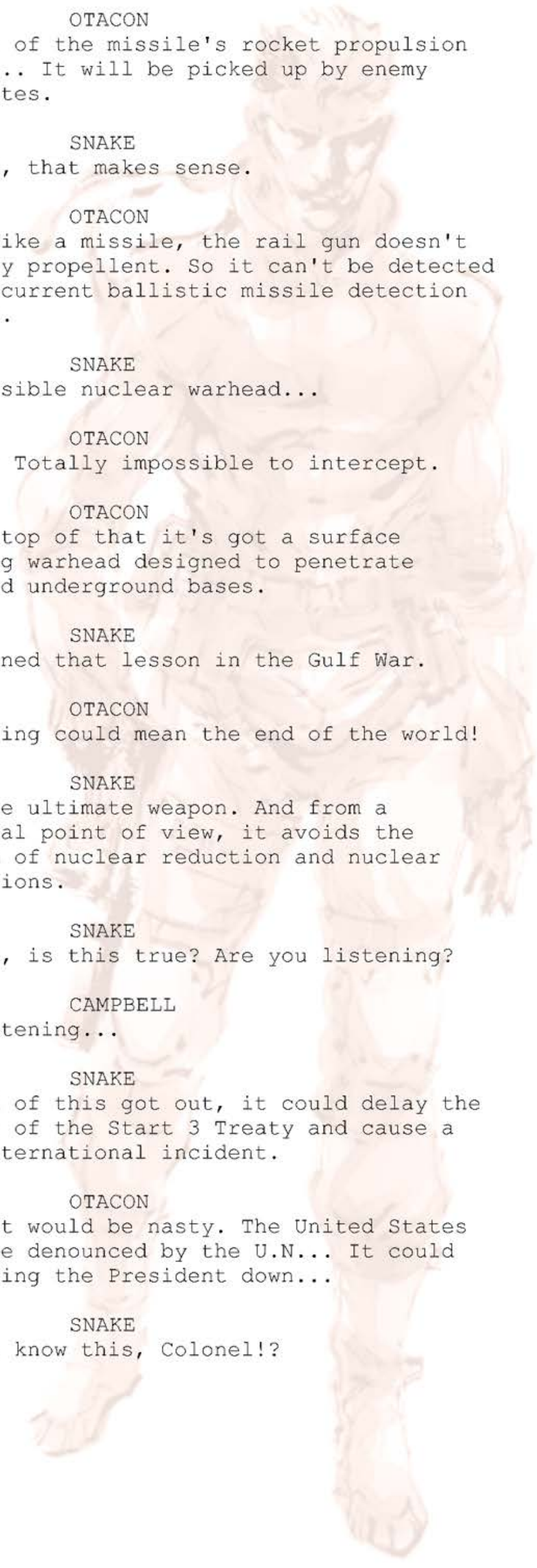
SNAKE
I can't wait to hear this.

OTACON
spitting out It's a stealth weapon!

SNAKE
You mean it won't show up on radar?

OTACON
Yeah. The truth is... they've been working on a stealth missile since the late 70's.

SNAKE
Why weren't they able to develop one until now?



OTACON

Because of the missile's rocket propulsion system... It will be picked up by enemy satellites.

SNAKE

Oh yeah, that makes sense.

OTACON

But unlike a missile, the rail gun doesn't burn any propellent. So it can't be detected by any current ballistic missile detection systems.

SNAKE

An invisible nuclear warhead...

OTACON

angry Totally impossible to intercept.

OTACON

And on top of that it's got a surface piercing warhead designed to penetrate hardened underground bases.

SNAKE

We learned that lesson in the Gulf War.

OTACON

This thing could mean the end of the world!

SNAKE

It's the ultimate weapon. And from a political point of view, it avoids the problem of nuclear reduction and nuclear inspections.

SNAKE

Colonel, is this true? Are you listening?

CAMPBELL

I'm listening...

SNAKE

If word of this got out, it could delay the signing of the Start 3 Treaty and cause a huge international incident.

OTACON

Yeah, it would be nasty. The United States would be denounced by the U.N... It could even bring the President down...

SNAKE

Did you know this, Colonel!?

CAMPBELL
I'm sorry...

SNAKE
You've changed, Colonel...

CAMPBELL
I won't make any excuses...

OTACON
Snake, listen to me. This new nuclear weapon... it's never actually been tested, only simulated.

SNAKE
You mean they ran a computer model?

OTACON
Yeah, that's why they were conducting this exercise. They needed to get actual experimental data to back up the simulation.

SNAKE
What were the results of the exercise?

OTACON
It looks like it went better than they hoped for. But... I can't find the data anywhere on this network. You'd think that data as important as that would be carefully recorded...

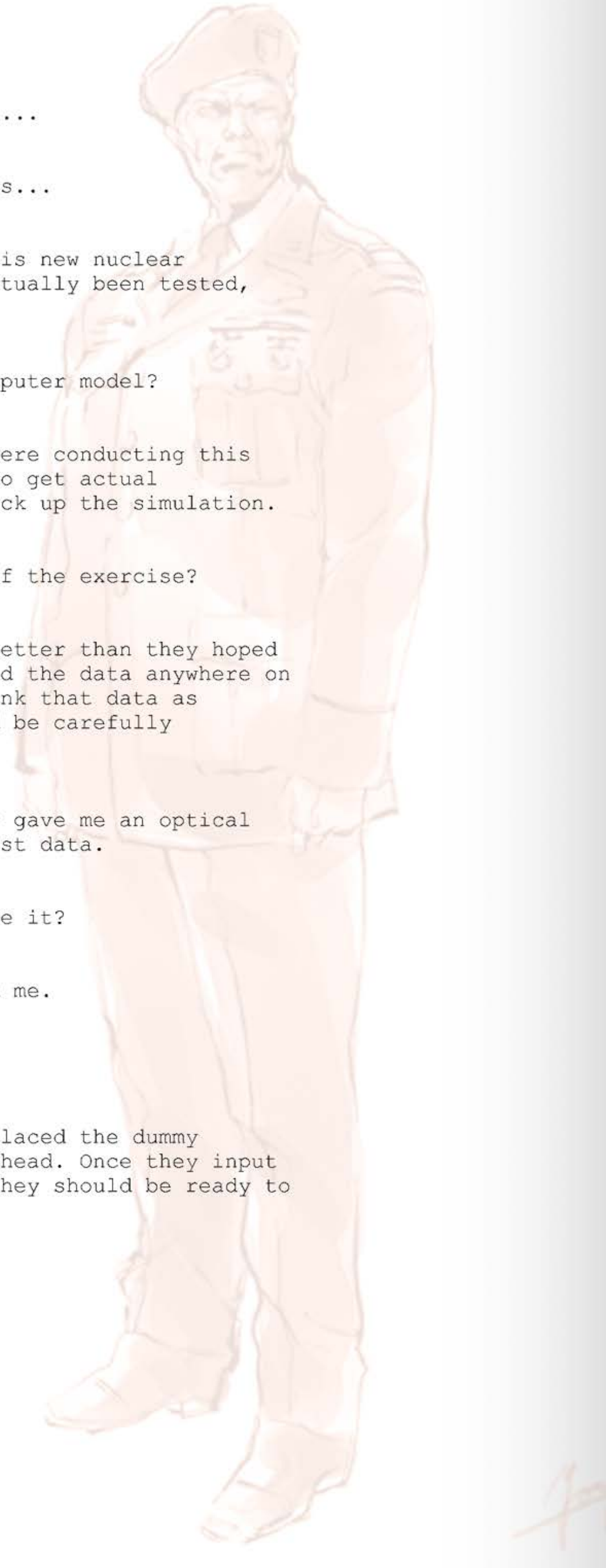
SNAKE
It was. President Baker gave me an optical disk with all of the test data.

CAMPBELL
What!? Do you still have it?

SNAKE
No. Ocelot took it from me.

CAMPBELL
Damn...

OTACON
The terrorists have replaced the dummy warhead with a real warhead. Once they input the detonation codes, they should be ready to launch.



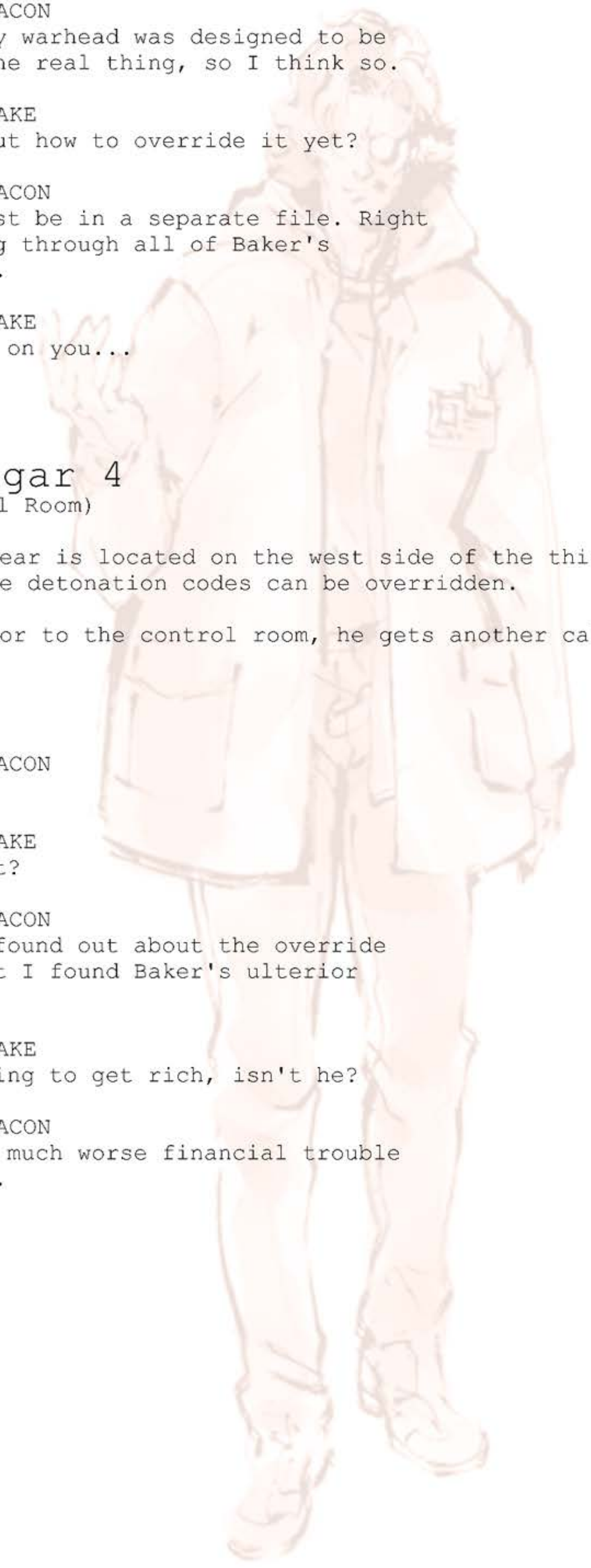
SNAKE
So you think they can do it?

OTACON
Well, the dummy warhead was designed to be identical to the real thing, so I think so.

SNAKE
Did you find out how to override it yet?

OTACON
Not yet. It must be in a separate file. Right now I'm looking through all of Baker's personal files.

SNAKE
We're counting on you...



Metal Gear's Hangar 4

Otacon Codec Call 4 (Control Room)

The control room for Metal Gear is located on the west side of the third floor. This is also where the detonation codes can be overridden.

Just as Snake reaches the door to the control room, he gets another call from Otacon.

Snake answers.

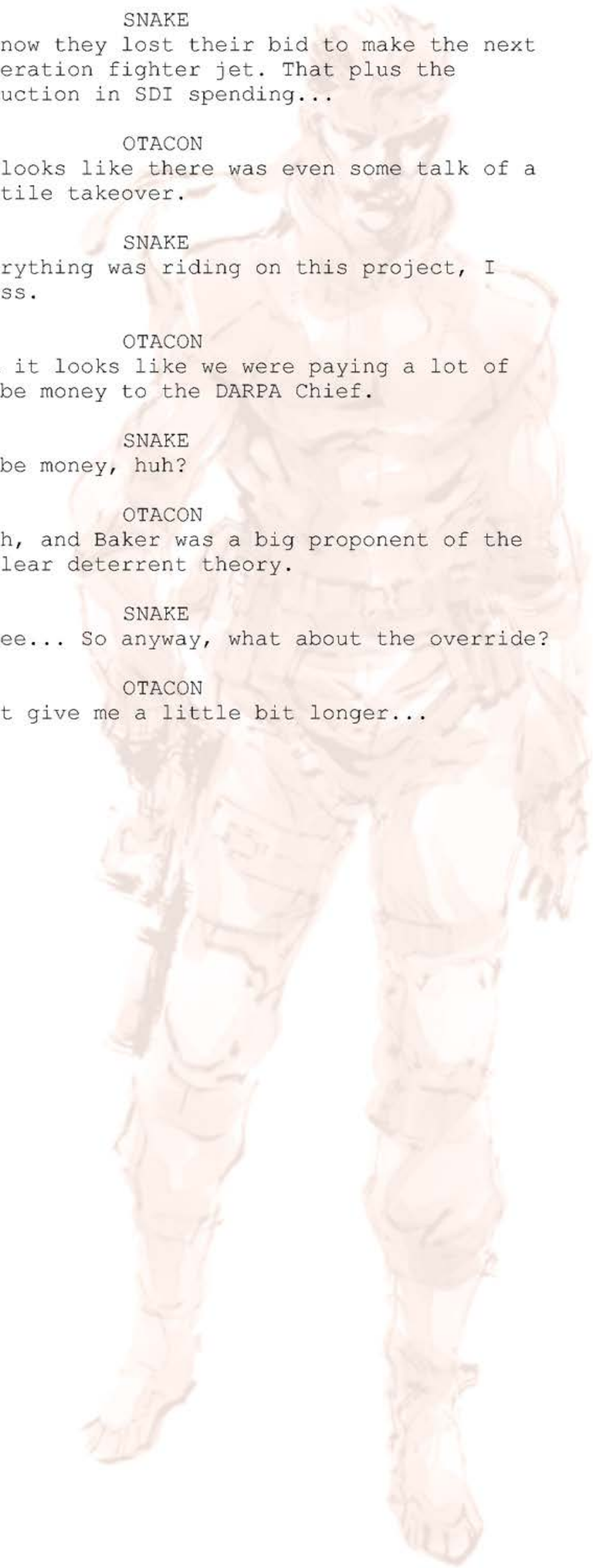
OTACON
Snake?

SNAKE
Did you find it?

OTACON
No, I haven't found out about the override system yet, but I found Baker's ulterior motive.

SNAKE
He's just looking to get rich, isn't he?

OTACON
ArmsTech is in much worse financial trouble than I thought.



SNAKE

I know they lost their bid to make the next generation fighter jet. That plus the reduction in SDI spending...

OTACON

It looks like there was even some talk of a hostile takeover.

SNAKE

Everything was riding on this project, I guess.

OTACON

And it looks like we were paying a lot of bribe money to the DARPA Chief.

SNAKE

Bribe money, huh?

OTACON

Yeah, and Baker was a big proponent of the nuclear deterrent theory.

SNAKE

I see... So anyway, what about the override?

OTACON

Just give me a little bit longer...

Metal Gear's Hangar 5

Detonation Codes Input Cutscene
(Metal Gear Hangar 3F - Outside Control Room)

Snake goes up the stairs in front of the door to the control room. The door is open. He hears a tense conversation taking place inside. Snake sneaks up to the door and presses himself against the wall next to it.

OCELOT
Okay. I've entered the PAL codes and disengaged the safety device.

Snake peeks into the hangar's control room.

There are two men inside. One is Revolver Ocelot. The other has his back to Snake, but he's got long hair, is shirtless, and is well built.

OCELOT
We can launch anytime.

LIQUID
There's still no response from Washington. It looks like we'll have to show them that we mean business.

OCELOT
Should I set it for Chernoton, Russia?

LIQUID
No, there's been a change. The new target is... Lopnor, China.

OCELOT
Why Boss?

LIQUID
I'm sure neither you nor Mr. Gurlukovich would really like to see a nuclear bomb dropped on your Motherland, right?

The man addressed as "Boss" turns this way, his back to Ocelot now.

Snake recognizes him immediately—it's Liquid.

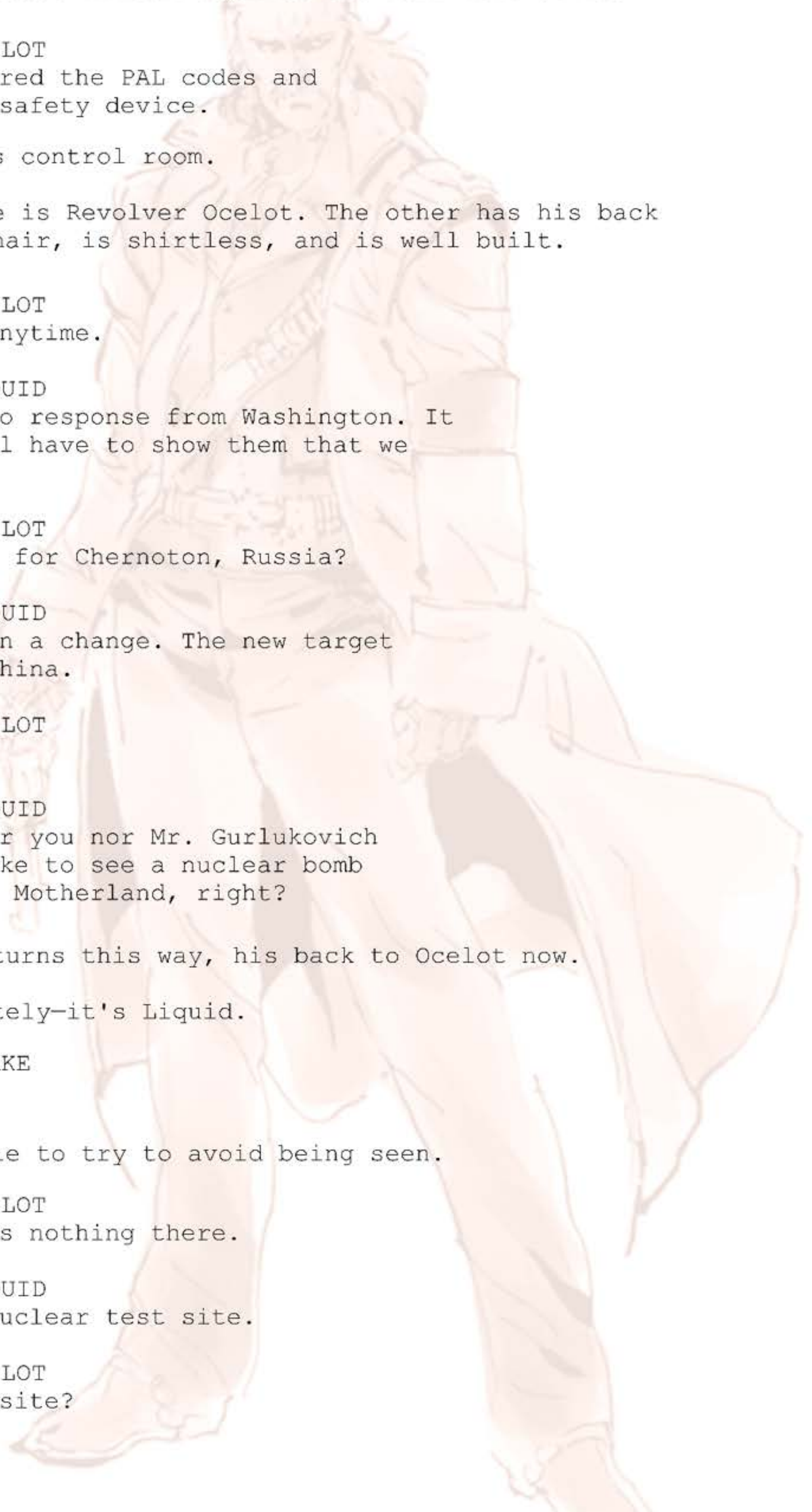
SNAKE
Liquid!

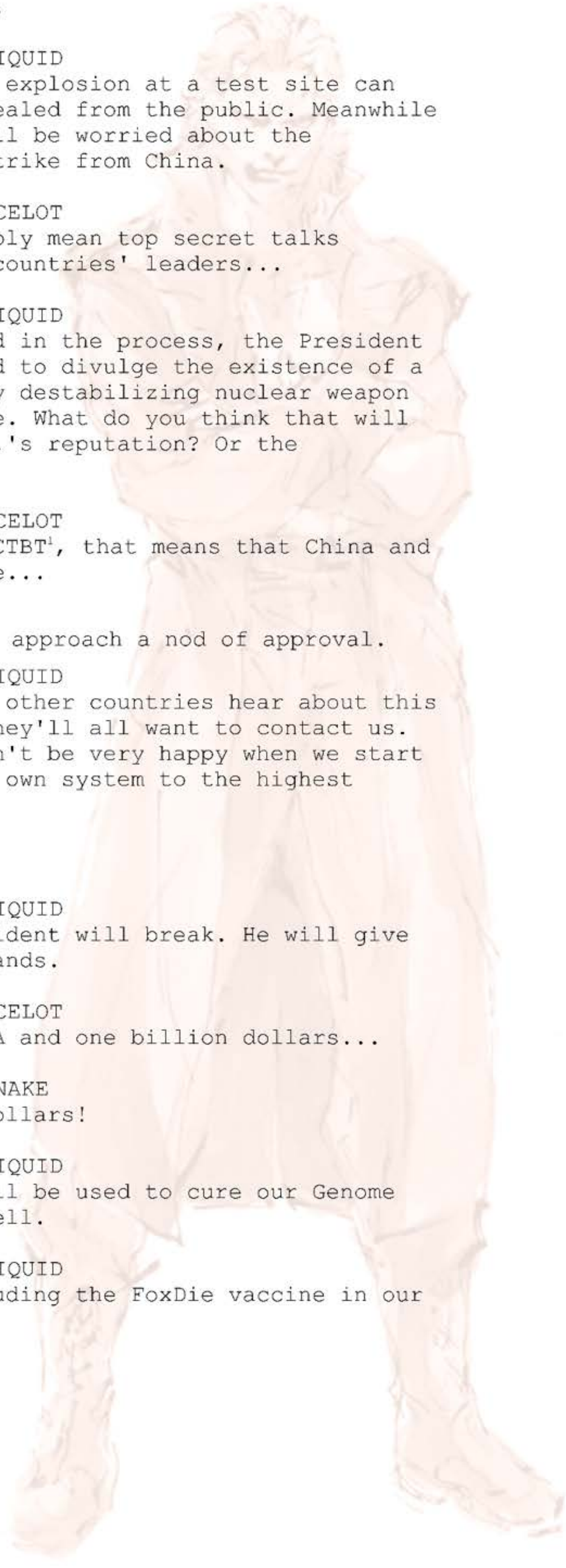
Snake lowers his head a little to try to avoid being seen.

OCELOT
But why? There's nothing there.

LIQUID
Wrong. It's a nuclear test site.

OCELOT
A nuclear test site?





LIQUID
If we nuke a major population center, the game's over...

LIQUID
But a nuclear explosion at a test site can still be concealed from the public. Meanwhile Washington will be worried about the retaliatory strike from China.

OCELOT
That'll probably mean top secret talks between both countries' leaders...

LIQUID
Of course. And in the process, the President will be forced to divulge the existence of a new and highly destabilizing nuclear weapon to the Chinese. What do you think that will do to the U.S.'s reputation? Or the President's?

OCELOT
And with the CTBT[1], that means that China and India... I see...

Ocelot gives Liquid's tough approach a nod of approval.

LIQUID
Yes. When the other countries hear about this new weapon, they'll all want to contact us. Washington won't be very happy when we start selling their own system to the highest bidders.

Liquid goes up to Ocelot.

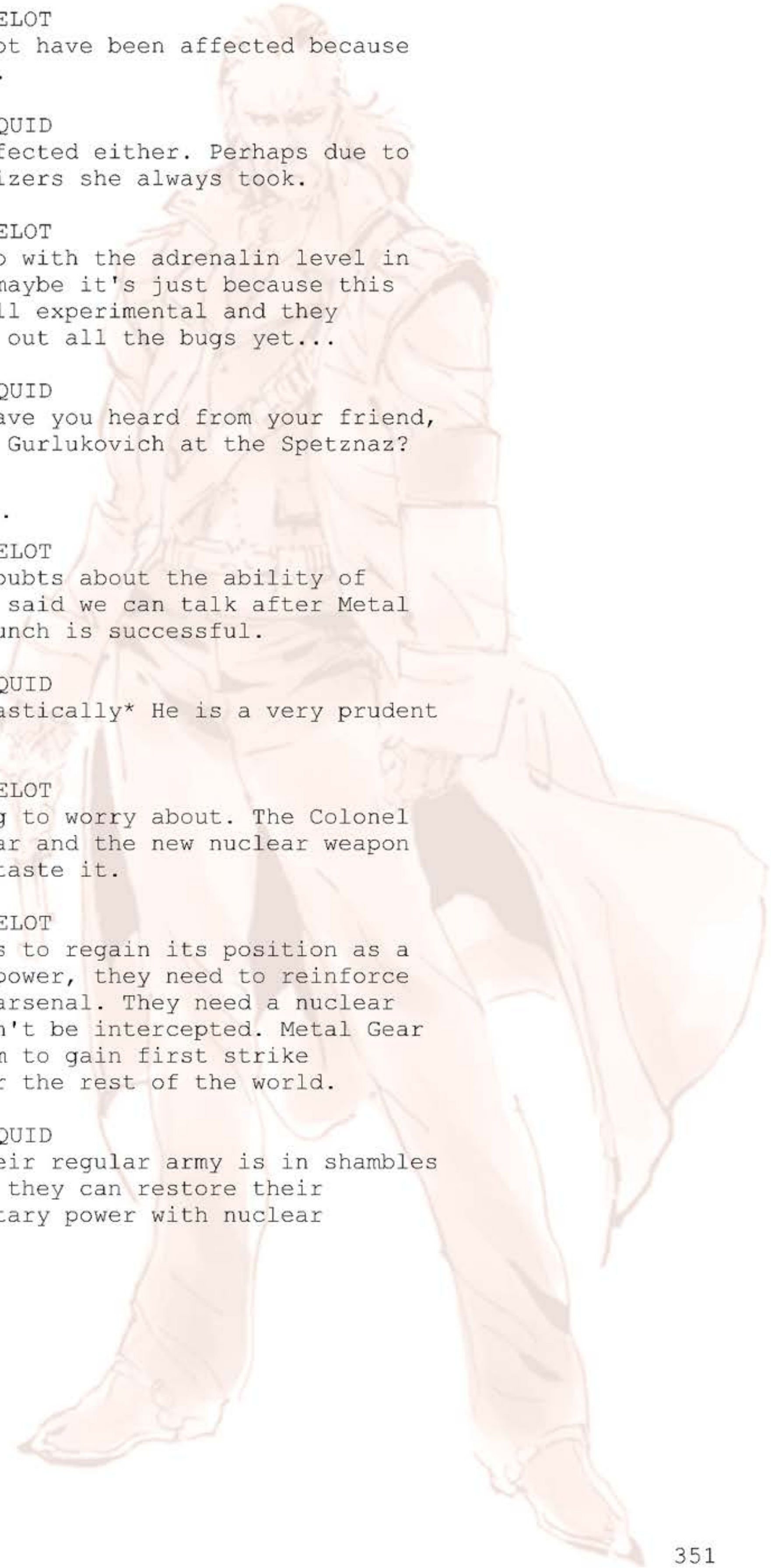
LIQUID
Yes. The President will break. He will give in to our demands.

OCELOT
Big Boss's DNA and one billion dollars...

SNAKE
One billion dollars!

LIQUID
That money will be used to cure our Genome Soldiers as well.

LIQUID
I'm also including the FoxDie vaccine in our demands.



OCELOT

FoxDie... It killed Octopus and the ArmsTech president... So it's true that it affects older people first.

OCELOT

Mantis might not have been affected because he wore a mask.

LIQUID

Wolf wasn't infected either. Perhaps due to those tranquilizers she always took.

OCELOT

Something to do with the adrenalin level in the blood? Or maybe it's just because this FoxDie was still experimental and they haven't worked out all the bugs yet...

LIQUID

In any case, have you heard from your friend, Colonel Sergei Gurlukovich at the Spetznaz?

Low-angle shot of Metal Gear.

OCELOT

He still has doubts about the ability of Metal Gear. He said we can talk after Metal Gear's test launch is successful.

LIQUID

somewhat sarcastically He is a very prudent man.

OCELOT

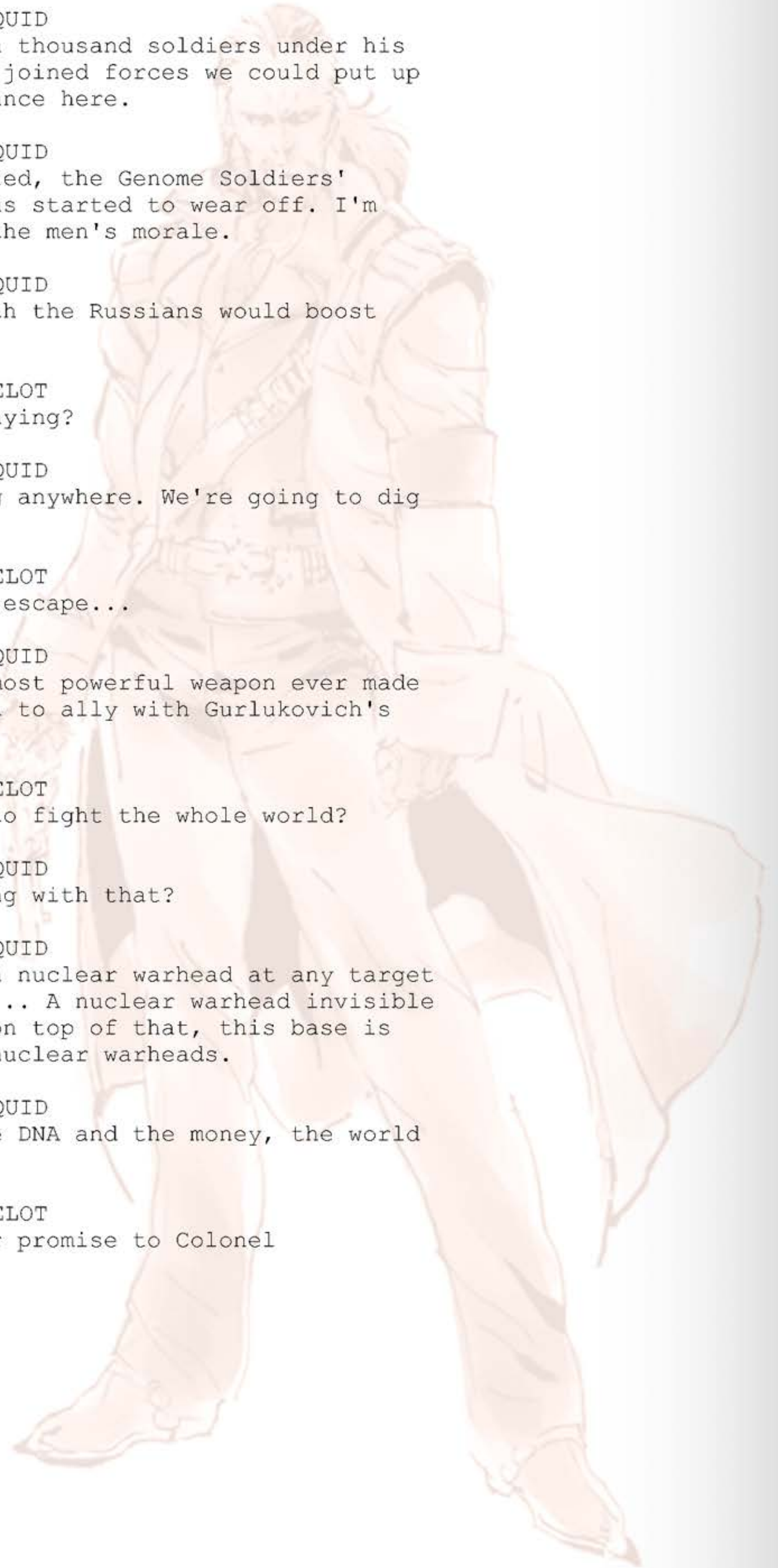
There's nothing to worry about. The Colonel wants Metal Gear and the new nuclear weapon so bad he can taste it.

OCELOT

If Russia wants to regain its position as a military superpower, they need to reinforce their nuclear arsenal. They need a nuclear weapon that can't be intercepted. Metal Gear will allow them to gain first strike capability over the rest of the world.

LIQUID

spits out Their regular army is in shambles and they think they can restore their country's military power with nuclear weapons?



OCELOT
Gurlukovich... he's no warrior... He is a politician. But he's the one who gave us the Hind and most of our other heavy firepower.

LIQUID
He's got over a thousand soldiers under his command. If we joined forces we could put up quite a resistance here.

LIQUID
Since Mantis died, the Genome Soldiers' brainwashing has started to wear off. I'm worried about the men's morale.

LIQUID
An alliance with the Russians would boost that as well...

OCELOT
What are you saying?

LIQUID
We're not going anywhere. We're going to dig in here.

OCELOT
We could still escape...

LIQUID
We've got the most powerful weapon ever made and we're about to ally with Gurlukovich's forces.

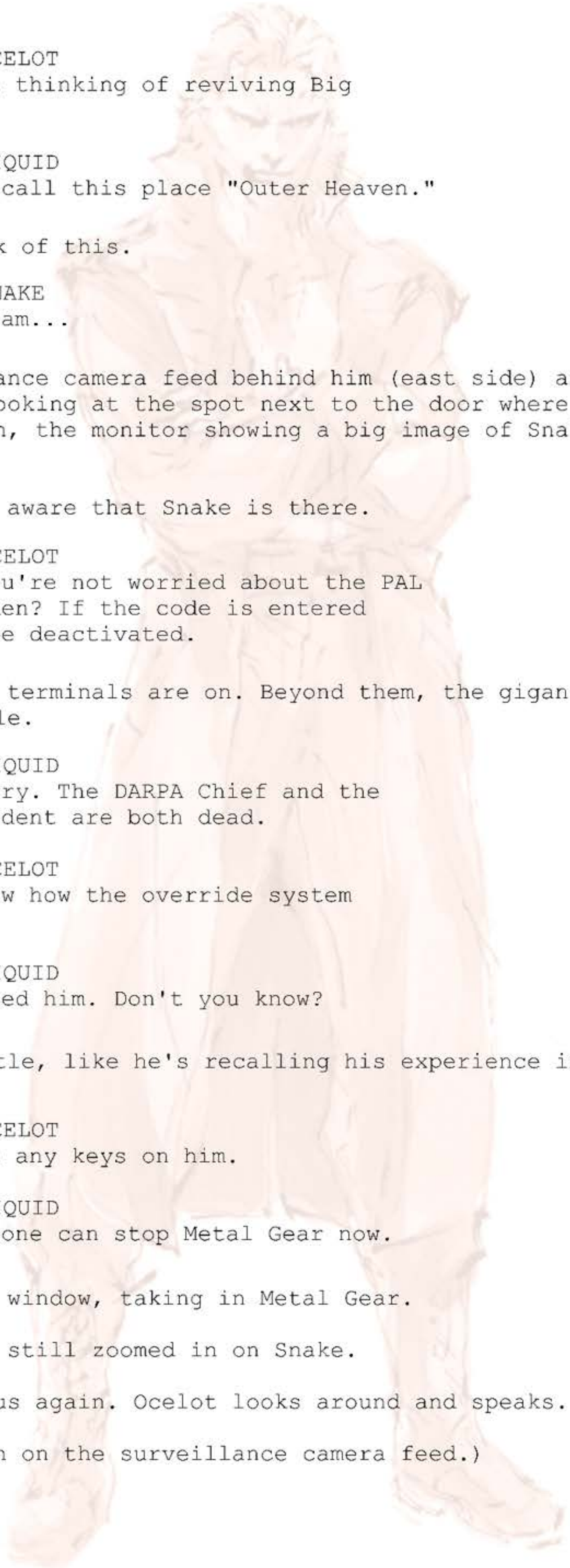
OCELOT
Are you going to fight the whole world?

LIQUID
And what's wrong with that?

LIQUID
We can launch a nuclear warhead at any target on this planet... A nuclear warhead invisible to radar. And on top of that, this base is full of spare nuclear warheads.

LIQUID
Once we get the DNA and the money, the world will be ours!

OCELOT
What about your promise to Colonel Gurlukovich?



LIQUID
I have no interest in the revival of Mother Russia.

OCELOT
... You're not thinking of reviving Big Boss's dream?

LIQUID
From today... call this place "Outer Heaven."

Snake sits down at the shock of this.

SNAKE
Big Boss's dream...

Ocelot goes to the surveillance camera feed behind him (east side) and pans the camera a little, looking at the spot next to the door where Snake is hiding. He zooms in, the monitor showing a big image of Snake as seen from the side.

Ocelot continues, seemingly aware that Snake is there.

OCELOT
But Boss... you're not worried about the PAL being overridden? If the code is entered again, it'll be deactivated.

The lights on the three PAL terminals are on. Beyond them, the gigantic head of Metal Gear is visible.

LIQUID
No need to worry. The DARPA Chief and the ArmsTech president are both dead.

OCELOT
Does Snake know how the override system works?

LIQUID
You interrogated him. Don't you know?

Snake shakes his head a little, like he's recalling his experience in the torture room.

OCELOT
He didn't have any keys on him.

LIQUID
Good. Then no one can stop Metal Gear now.

Liquid leans forward at the window, taking in Metal Gear.

The surveillance monitor is still zoomed in on Snake.

Liquid and Ocelot get serious again. Ocelot looks around and speaks.

(Snake has already been seen on the surveillance camera feed.)

OCELOT
By the way, what should we do with that woman? Want me to kill her?

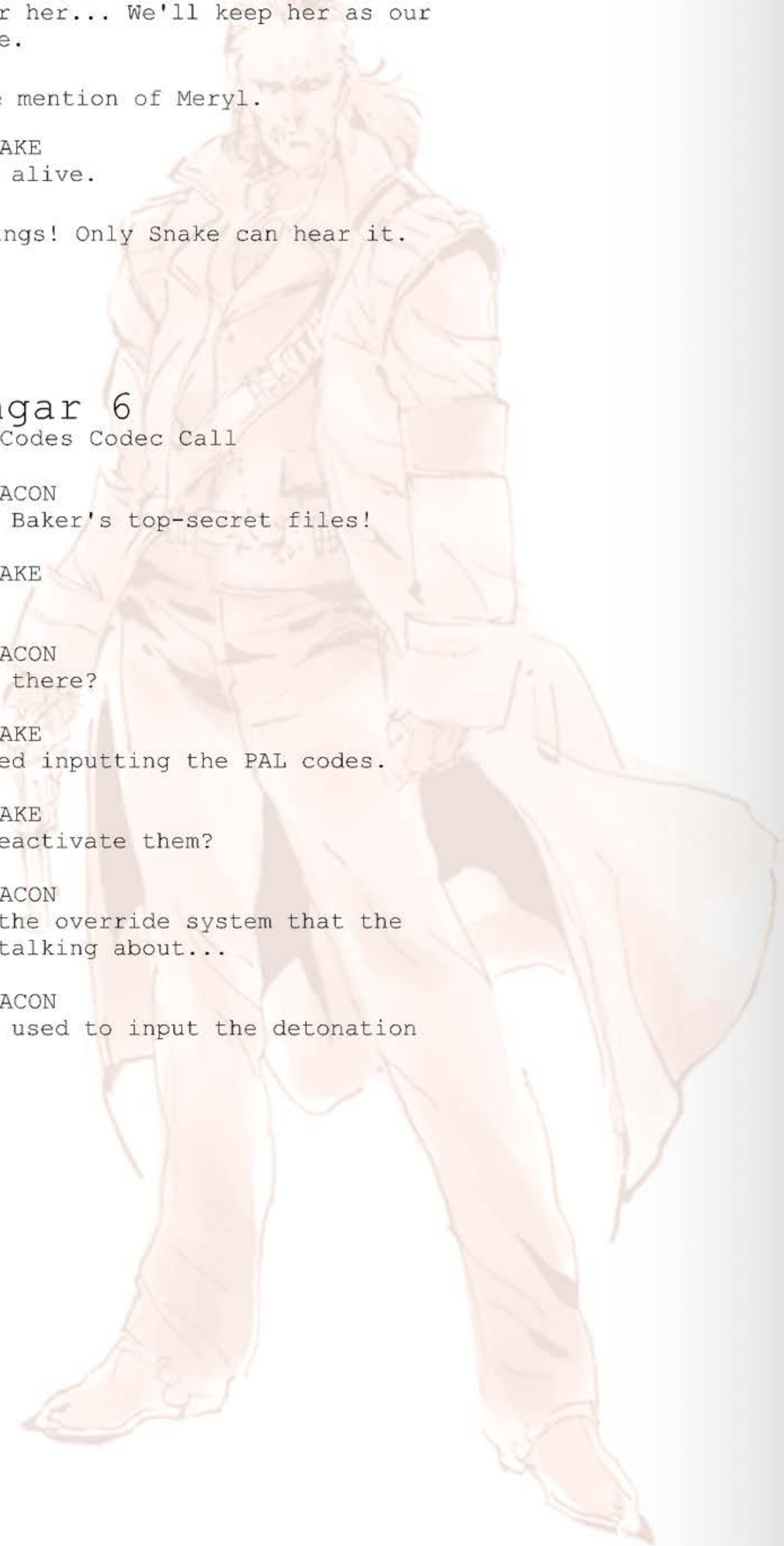
LIQUID
Let her live. She's Campbell's niece and Snake cares for her... We'll keep her as our ace in-the-hole.

Snake's ears prick up at the mention of Meryl.

SNAKE
Meryl... She's alive.

At that moment, the Codec rings! Only Snake can hear it.

He answers it.



Metal Gear's Hangar 6

How to Override Detonation Codes Codec Call

OTACON
Snake, I found Baker's top-secret files!

SNAKE
Great job.

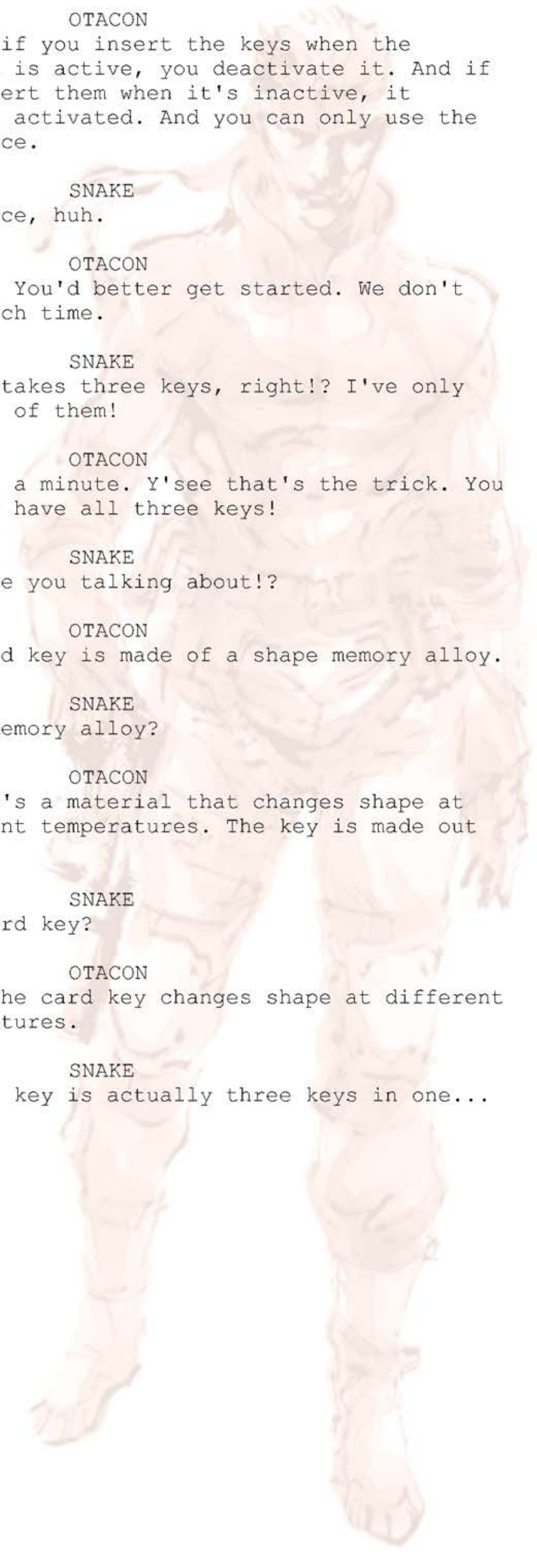
OTACON
How's it going there?

SNAKE
They've finished inputting the PAL codes.

SNAKE
So how do we deactivate them?

OTACON
Okay... Y'see the override system that the president was talking about...

OTACON
It can also be used to input the detonation codes.



OTACON
Y'see, if you insert the keys when the warhead is active, you deactivate it. And if you insert them when it's inactive, it becomes activated. And you can only use the keys once.

SNAKE
Only once, huh.

OTACON
Yeah... You'd better get started. We don't have much time.

SNAKE
But it takes three keys, right!? I've only got one of them!

OTACON
Hold on a minute. Y'see that's the trick. You already have all three keys!

SNAKE
What are you talking about!?

OTACON
The card key is made of a shape memory alloy.

SNAKE
Shape memory alloy?

OTACON
Yes. It's a material that changes shape at different temperatures. The key is made out of it!

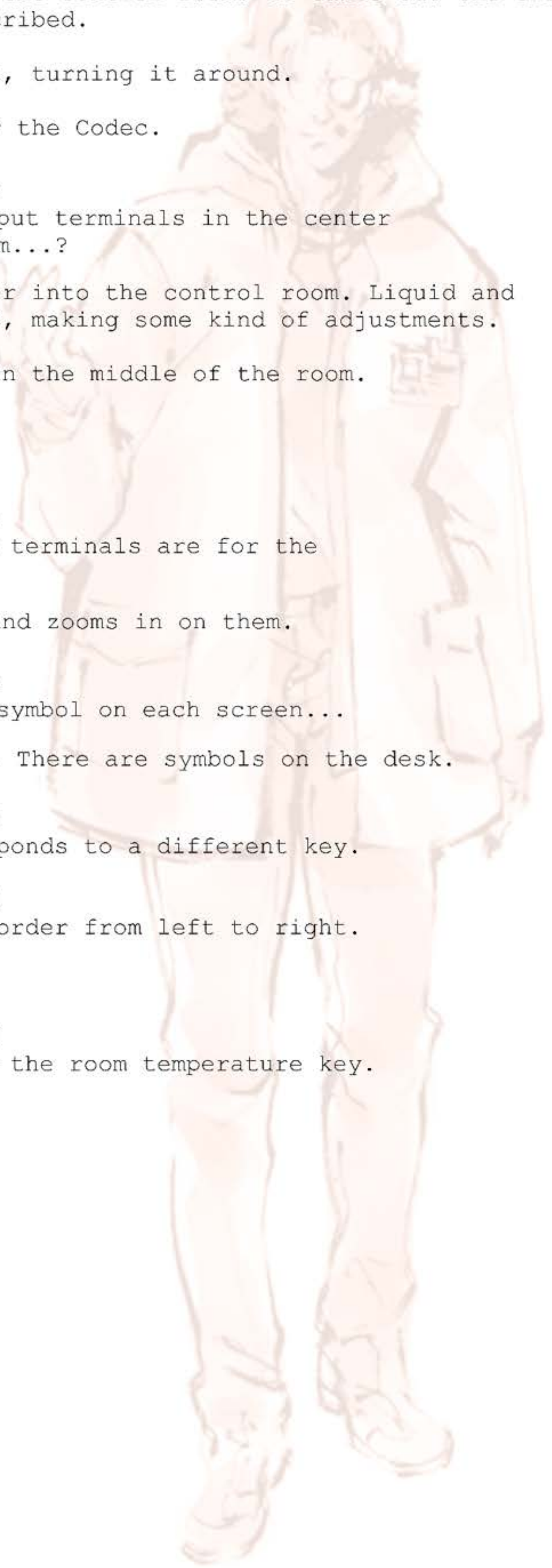
SNAKE
This card key?

OTACON
Yeah. The card key changes shape at different temperatures.

SNAKE
So this key is actually three keys in one... Clever.

Metal Gear's Hangar 7

Lost the Key Cutscene
(Metal Gear Hangar 3F - Outside Control Room)



Snake hides next to the door to the control room. He takes out the shape memory alloy key Otacon has described.

Snake holds it up and studies it, turning it around.

Otacon continues to explain over the Codec.

OTACON
Can you see the input terminals in the center of the Control Room...?

Snake sticks his head out to peer into the control room. Liquid and Ocelot stand facing the monitors, making some kind of adjustments.

Snake sees the three terminals in the middle of the room.

SNAKE
I see them.

OTACON
Those three laptop terminals are for the emergency input.

Snake takes out his binoculars and zooms in on them.

OTACON
There should be a symbol on each screen...

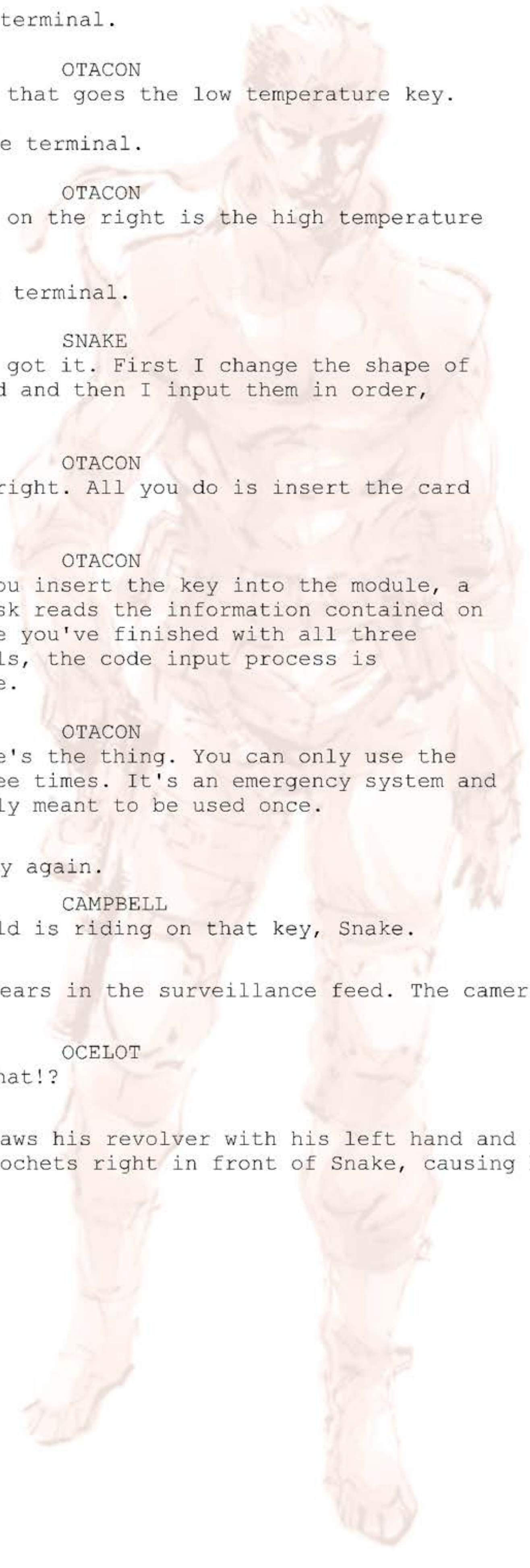
Snake looks under the terminals. There are symbols on the desk.

OTACON
Each symbol corresponds to a different key.

OTACON
Input the keys in order from left to right.

Snake pans with the binoculars.

OTACON
The left one's for the room temperature key.
See the symbol?



Close-up of the left terminal.

OTACON
Next to that goes the low temperature key.

Close-up of the middle terminal.

OTACON
The one on the right is the high temperature key.

Close-up of the right terminal.

SNAKE
Okay, I got it. First I change the shape of the card and then I input them in order, right?

OTACON
That's right. All you do is insert the card keys.

OTACON
After you insert the key into the module, a hard disk reads the information contained on it. Once you've finished with all three terminals, the code input process is complete.

OTACON
But here's the thing. You can only use the key three times. It's an emergency system and it's only meant to be used once.

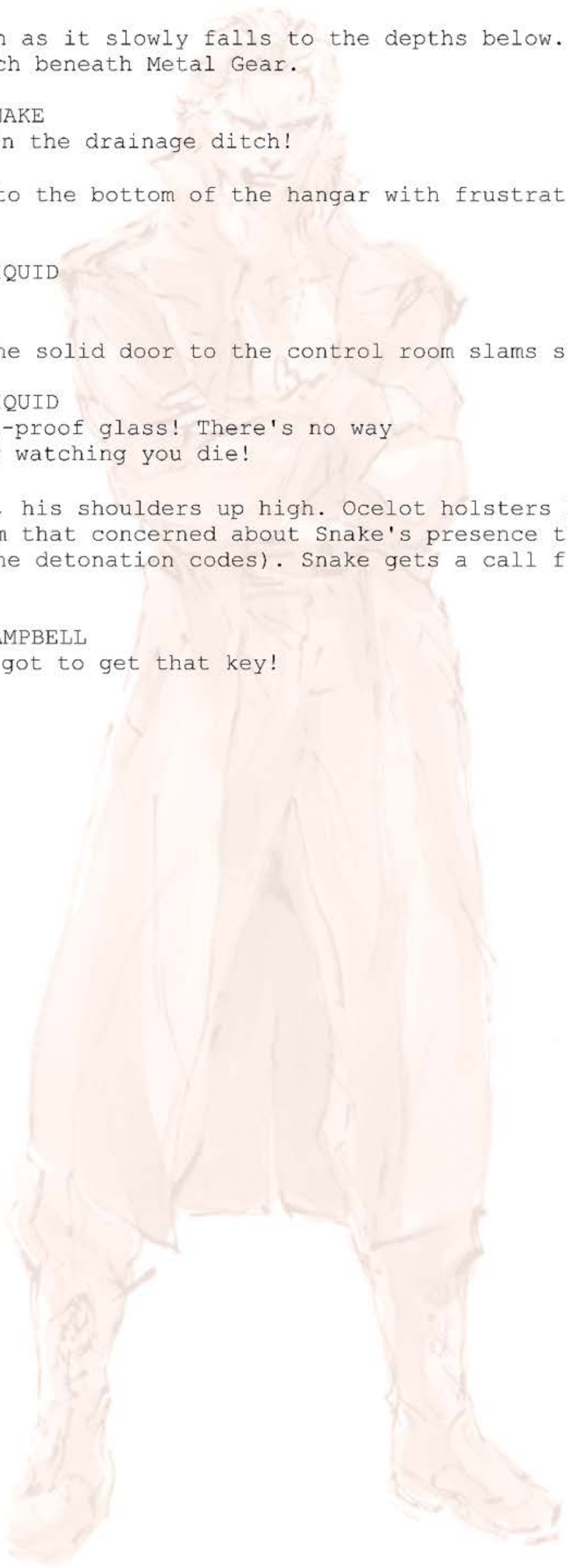
Snake looks at the key again.

CAMPBELL
The world is riding on that key, Snake.

Camera POV. Snake appears in the surveillance feed. The camera zooms in close on him!

OCELOT
Who's that!?

Ocelot immediately draws his revolver with his left hand and fires at Snake! The bullet ricochets right in front of Snake, causing him to drop the key.



SNAKE

Damn!!

The key spins in slow motion as it slowly falls to the depths below. It plops into the drainage ditch beneath Metal Gear.

SNAKE

The key fell in the drainage ditch!

Snake reaches out, looking to the bottom of the hangar with frustration. Then, an alarm goes off!

LIQUID

Snake!!

Snake looks up at Liquid. The solid door to the control room slams shut.

LIQUID

This is bullet-proof glass! There's no way in! I'll enjoy watching you die!

Liquid stands there smiling, his shoulders up high. Ocelot holsters his revolver. The two don't seem that concerned about Snake's presence there (they need Snake to enter the detonation codes). Snake gets a call from Campbell!

CAMPBELL

Snake, you've got to get that key!

Shape Memory Alloy Key 1

First Code Entered Cutscene
(Metal Gear Hangar 3F - Control Room)

Snake must now override the detonation codes. He recovers the shape memory alloy key that fell into the drainage ditch, then returns to the control room.

Snake inserts the key into the terminal. A confirmation message appears on-screen, and the tower-shaped device slowly sinks into the desk.

Tens of thousands of lines of code run across the monitor at a blistering speed.

Snake studies the screen.

A computer voice blares out into the control room:

ANNOUNCEMENT
PAL code number one confirmed.

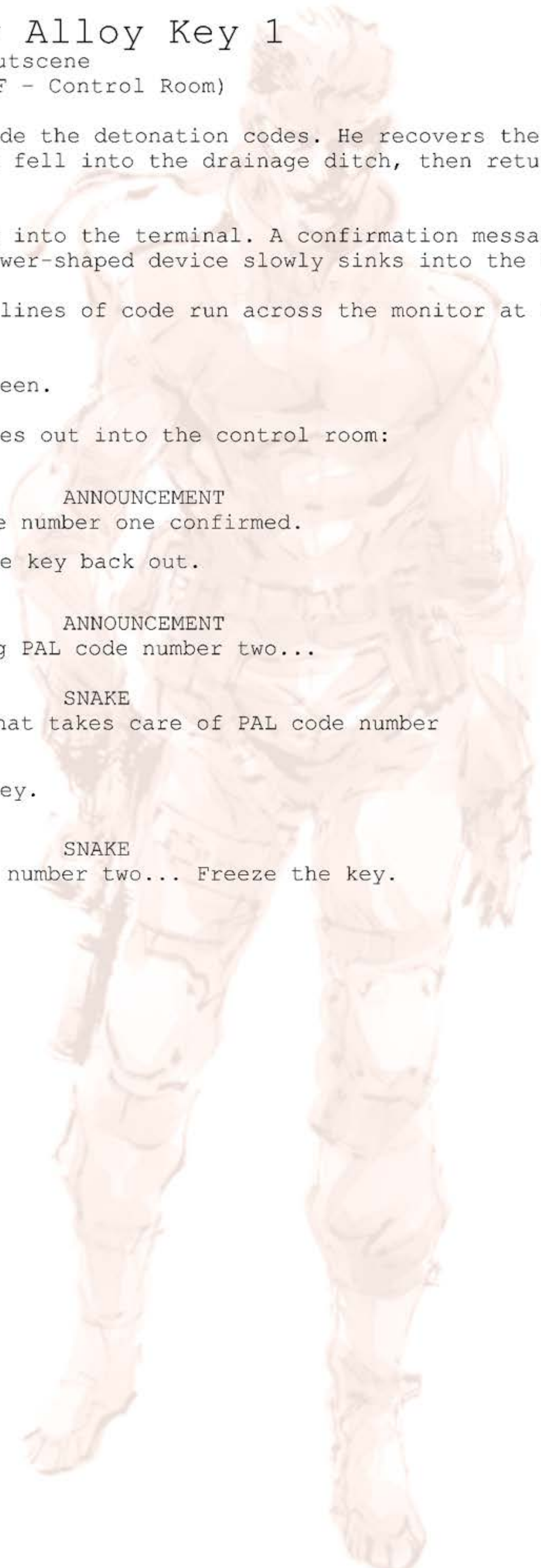
The terminal spits the key back out.

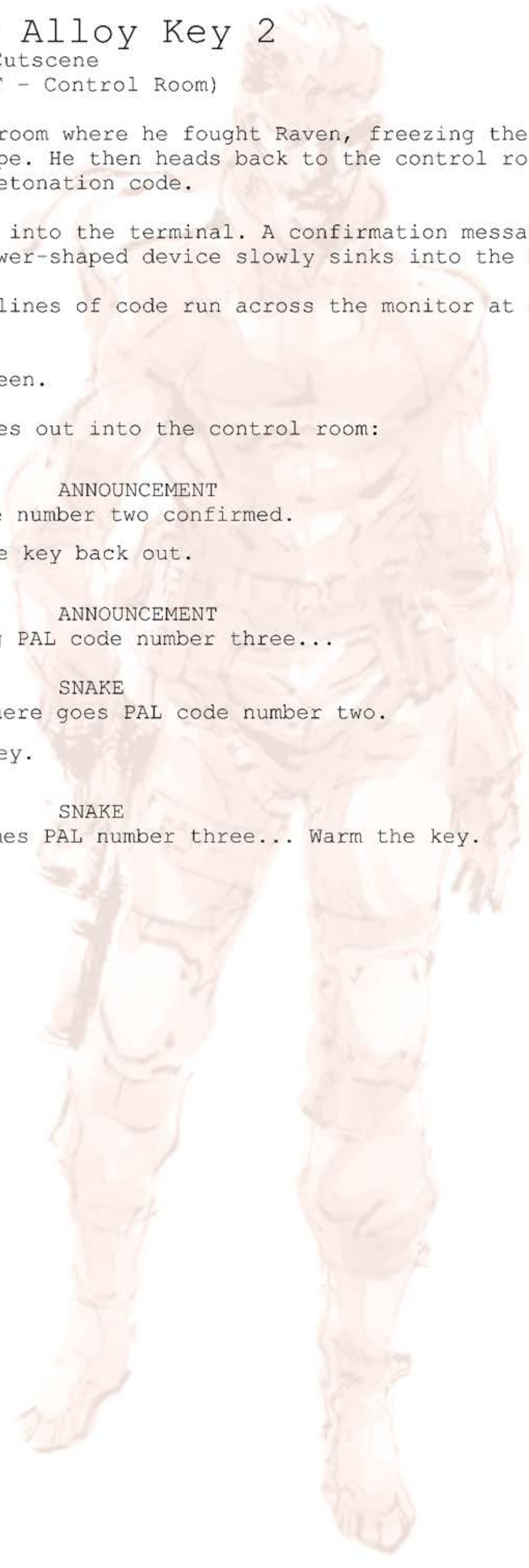
ANNOUNCEMENT
Awaiting PAL code number two...

SNAKE
Okay, that takes care of PAL code number one...

Snake retrieves the key.

SNAKE
Now PAL number two... Freeze the key.





Shape Memory Alloy Key 2

Second Code Entered Cutscene
(Metal Gear Hangar 3F - Control Room)

Snake returns to the room where he fought Raven, freezing the key and thus changing its shape. He then heads back to the control room to override the second detonation code.

Snake inserts the key into the terminal. A confirmation message appears on-screen, and the tower-shaped device slowly sinks into the desk.

Tens of thousands of lines of code run across the monitor at a blistering speed.

Snake studies the screen.

A computer voice blares out into the control room:

ANNOUNCEMENT
PAL code number two confirmed.

The terminal spits the key back out.

ANNOUNCEMENT
Awaiting PAL code number three...

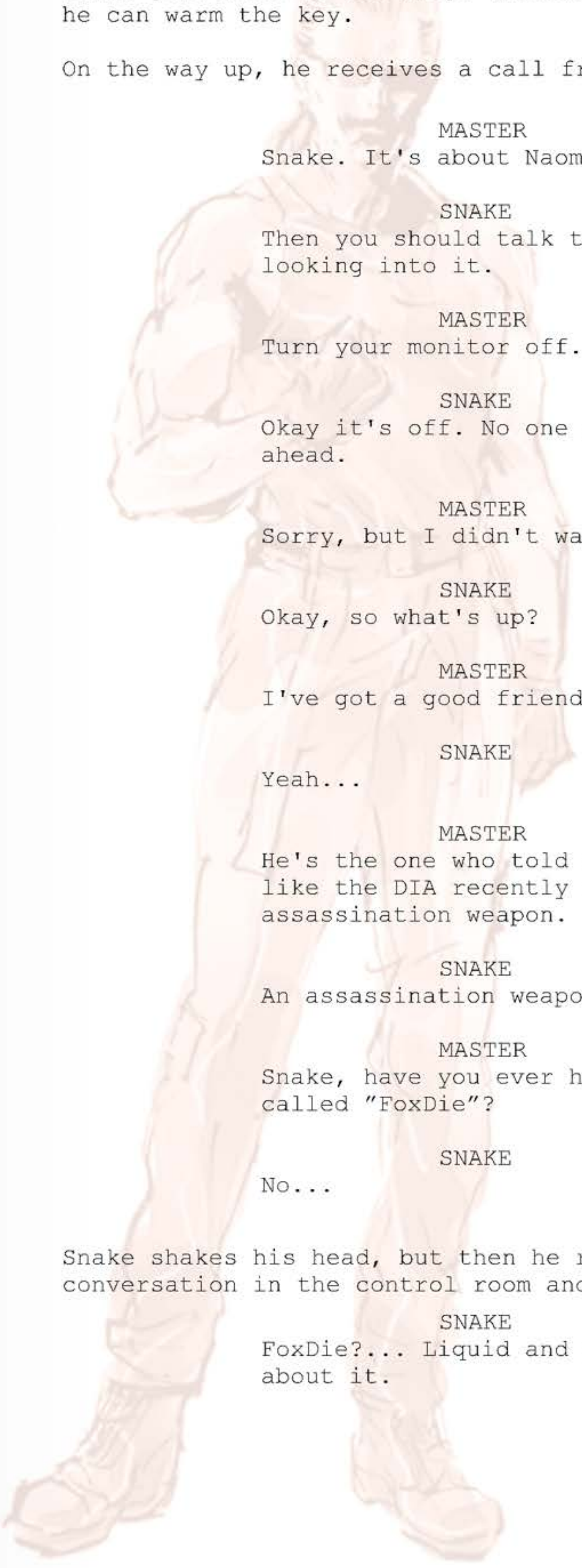
SNAKE
Okay, there goes PAL code number two.

Snake retrieves the key.

SNAKE
Next comes PAL number three... Warm the key.

Shape Memory Alloy Key 3

Codec Call (Cargo Elevator)



Snake gets back on the cargo elevator to return to the blast furnace so he can warm the key.

On the way up, he receives a call from Master Miller.

MASTER
Snake. It's about Naomi Hunter...

SNAKE
Then you should talk to the Colonel. He's looking into it.

MASTER
Turn your monitor off.

SNAKE
Okay it's off. No one else can hear us. Go ahead.

MASTER
Sorry, but I didn't want the Colonel to hear.

SNAKE
Okay, so what's up?

MASTER
I've got a good friend in the Pentagon...

SNAKE
Yeah...

MASTER
He's the one who told me about it... It looks like the DIA recently developed a new type of assassination weapon.

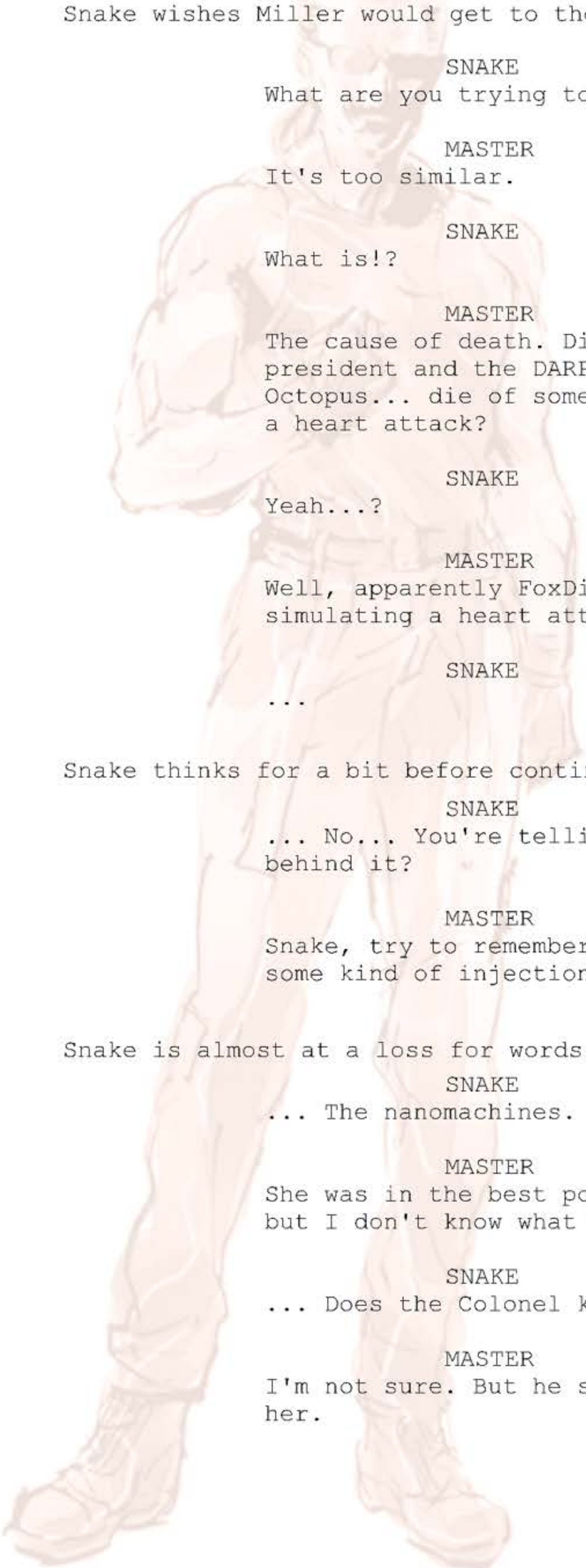
SNAKE
An assassination weapon?

MASTER
Snake, have you ever heard of something called "FoxDie"?

SNAKE
No...

Snake shakes his head, but then he remembers Liquid and Ocelot's conversation in the control room and a light bulb goes off.

SNAKE
FoxDie?... Liquid and the others were talking about it.



MASTER
Yeah. It's some kind of virus that targets specific people. I don't know all the details, but...

Snake wishes Miller would get to the point already.

SNAKE
What are you trying to say?

MASTER
It's too similar.

SNAKE
What is!?

MASTER
The cause of death. Didn't the ArmsTech president and the DARPA Chief, I mean Decoy Octopus... die of something that looked like a heart attack?

SNAKE
Yeah...?

MASTER
Well, apparently FoxDie kills its victims by simulating a heart attack.

SNAKE
...

Snake thinks for a bit before continuing.

SNAKE
... No... You're telling me that Naomi was behind it?

MASTER
Snake, try to remember. Did Naomi give you some kind of injection?

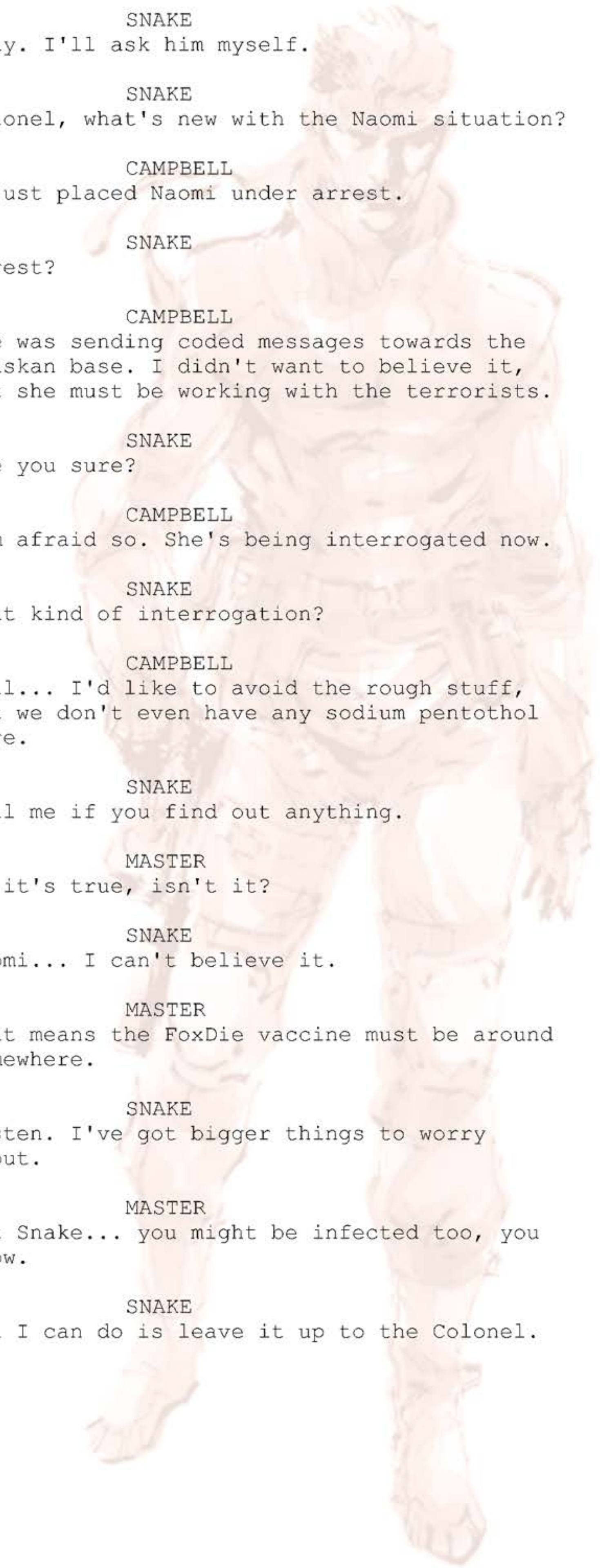
Snake is almost at a loss for words.

SNAKE
... The nanomachines.

MASTER
She was in the best position to have done it, but I don't know what her motive was.

SNAKE
... Does the Colonel know?

MASTER
I'm not sure. But he still hasn't questioned her.



SNAKE
Okay. I'll ask him myself.

SNAKE
Colonel, what's new with the Naomi situation?

CAMPBELL
I just placed Naomi under arrest.

SNAKE
Arrest?

CAMPBELL
She was sending coded messages towards the Alaskan base. I didn't want to believe it, but she must be working with the terrorists.

SNAKE
Are you sure?

CAMPBELL
I'm afraid so. She's being interrogated now.

SNAKE
What kind of interrogation?

CAMPBELL
Well... I'd like to avoid the rough stuff, but we don't even have any sodium pentothol here.

SNAKE
Call me if you find out anything.

MASTER
So it's true, isn't it?

SNAKE
Naomi... I can't believe it.

MASTER
That means the FoxDie vaccine must be around somewhere.

SNAKE
Listen. I've got bigger things to worry about.

MASTER
But Snake... you might be infected too, you know.

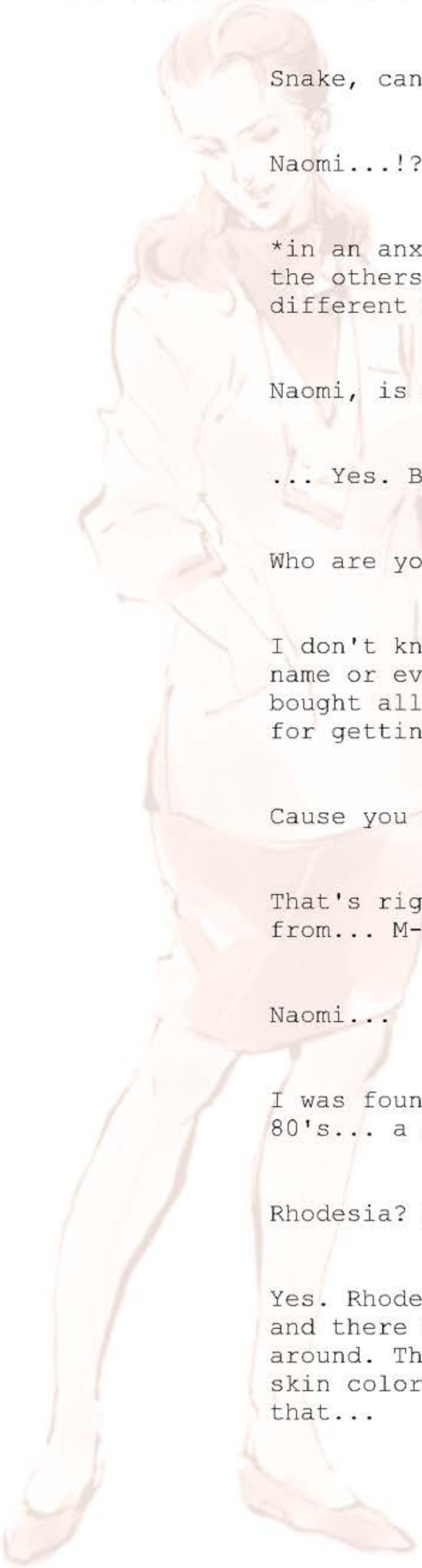
SNAKE
All I can do is leave it up to the Colonel.

Shape Memory Alloy Key 4

Naomi's Confession Codec Call (Cargo Elevator)

Snake warms the key in the blast furnace, changing its shape. He then takes the cargo elevator back down to Metal Gear's control room.

Snake gets another call on his Codec.



NAOMI
Snake, can you hear me? It's Naomi...

SNAKE
Naomi...!? What the hell!?

NAOMI
in an anxious, rushed whisper Campbell and the others are busy right now... I'm on a different Codec.

SNAKE
Naomi, is what the Colonel says true?

NAOMI
... Yes. But not everything I said was a lie.

SNAKE
Who are you?

NAOMI
I don't know myself. I don't know my real name or even what my parents looked like. I bought all my identification. But my reason for getting into genetics was true.

SNAKE
Cause you want to know yourself, right?

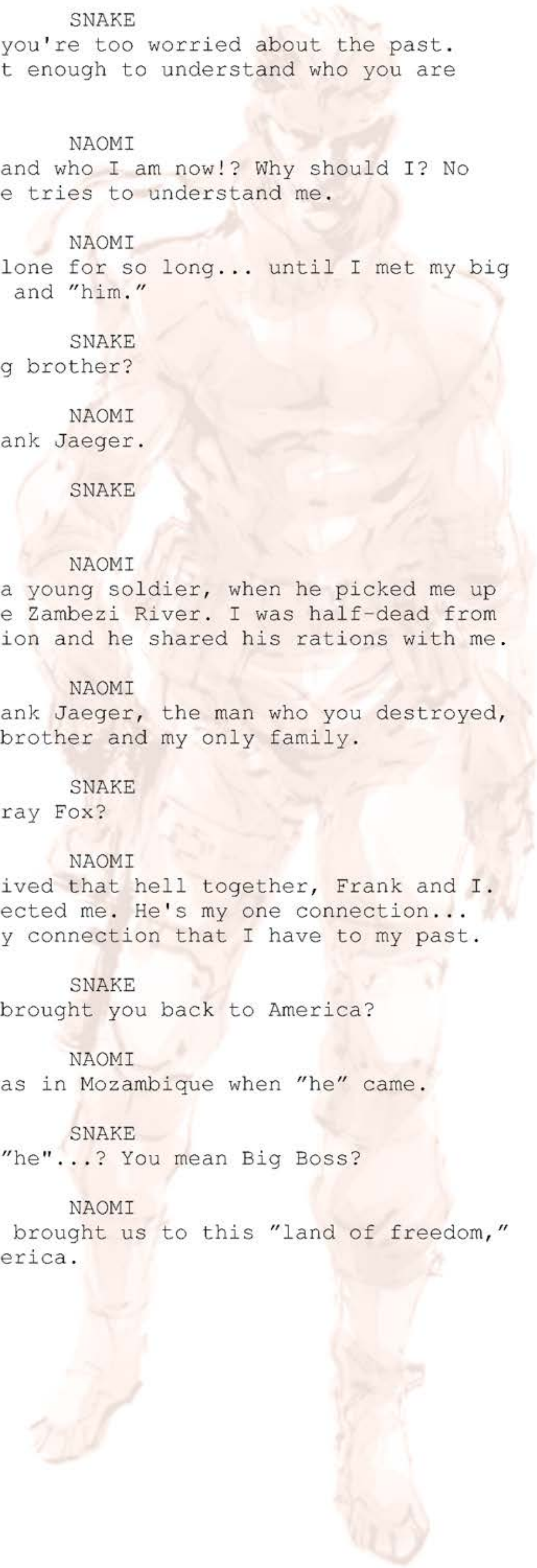
NAOMI
That's right. I want to know where I came from... M-My age, my race... anything.

SNAKE
Naomi...

NAOMI
I was found in Rhodesia sometime in the 80's... a dirty little orphan...

SNAKE
Rhodesia? What's now known as Zimbabwe?

NAOMI
Yes. Rhodesia was owned by England until 1965 and there were lots of Indian laborers around. That's... probably where I got my skin color from, but I'm not even sure about that...



SNAKE
Naomi, you're too worried about the past. Isn't it enough to understand who you are now?

NAOMI
Understand who I am now!? Why should I? No one else tries to understand me.

NAOMI
I was alone for so long... until I met my big brother and "him."

SNAKE
Your big brother?

NAOMI
Yes. Frank Jaeger.

SNAKE
What!?

NAOMI
He was a young soldier, when he picked me up near the Zambezi River. I was half-dead from starvation and he shared his rations with me.

NAOMI
Yes. Frank Jaeger, the man who you destroyed, was my brother and my only family.

SNAKE
No... Gray Fox?

NAOMI
We survived that hell together, Frank and I. He protected me. He's my one connection... the only connection that I have to my past.

SNAKE
And he brought you back to America?

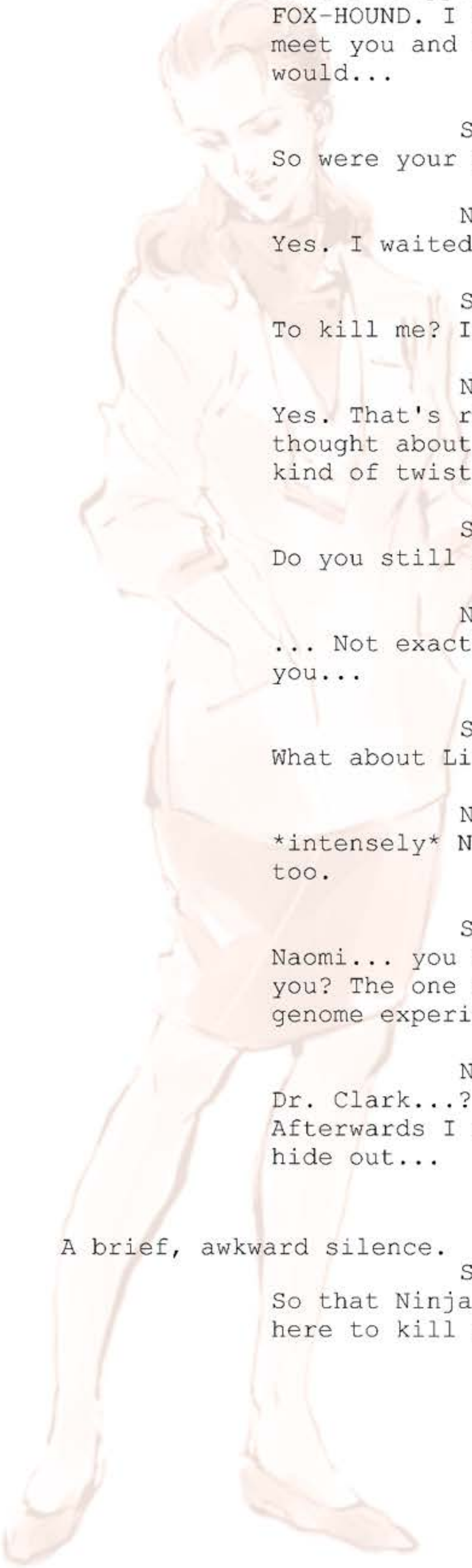
NAOMI
No. I was in Mozambique when "he" came.

SNAKE
Who is "he"...? You mean Big Boss?

NAOMI
Yes. He brought us to this "land of freedom," this America.

NAOMI
But then he and my brother went back to Africa to continue the war. And that's when it happened...

NAOMI
You killed my benefactor and sent my brother home a cripple. I vowed revenge and joined FOX-HOUND. I knew it was my best chance to meet you and I prayed for the day that I would...



SNAKE
So were your prayers answered?

NAOMI
Yes. I waited two long years...

SNAKE
To kill me? Is that all you cared about?

NAOMI
Yes. That's right. Two years. You were all I thought about for two long years... like some kind of twisted obsession...

SNAKE
Do you still hate me?

NAOMI
... Not exactly. I was partly wrong about you...

SNAKE
What about Liquid and the others?

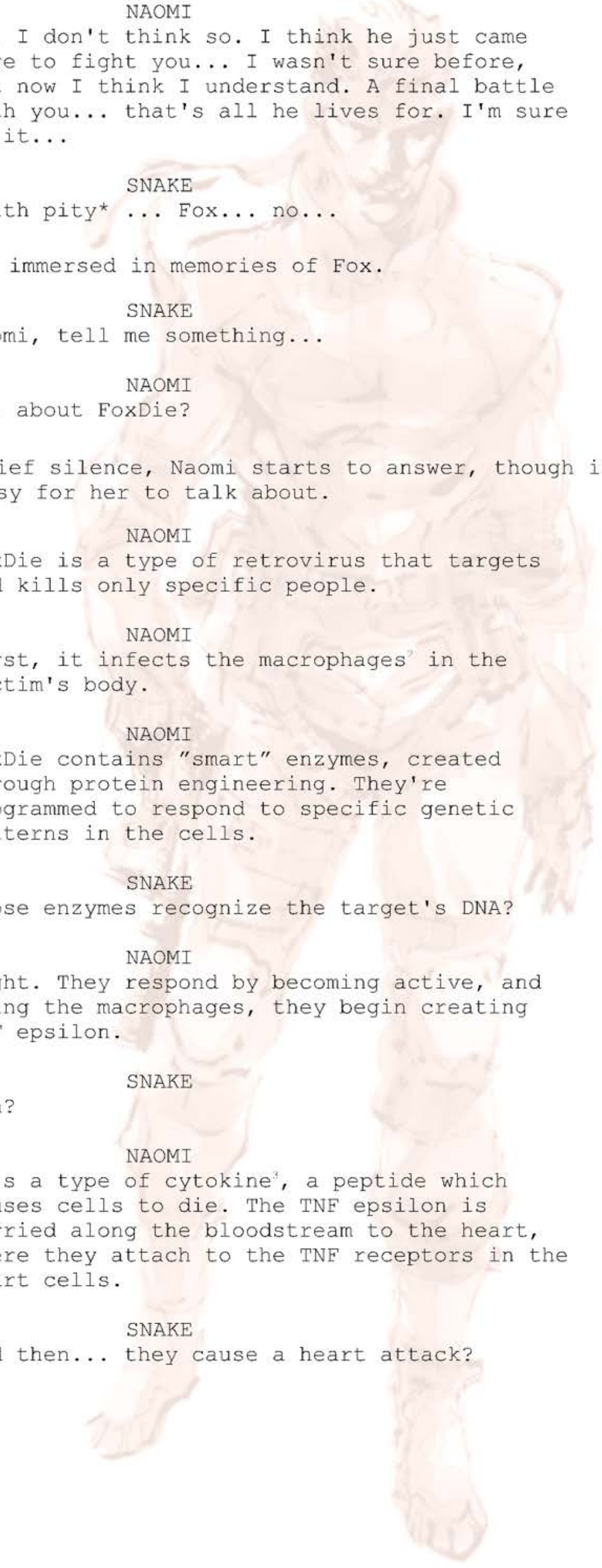
NAOMI
intensely No. I'll have my revenge on them too.

SNAKE
Naomi... you didn't kill that doctor too, did you? The one that used Gray Fox for his genome experiments...

NAOMI
Dr. Clark...? No... that was my brother. Afterwards I covered it up and helped him hide out...

A brief, awkward silence.

SNAKE
So that Ninja... I mean Gray Fox... he's come here to kill me?



NAOMI
... I don't think so. I think he just came here to fight you... I wasn't sure before, but now I think I understand. A final battle with you... that's all he lives for. I'm sure of it...

SNAKE
with pity ... Fox... no...

Snake is silent, immersed in memories of Fox.

SNAKE
Naomi, tell me something...

NAOMI
... about FoxDie?

After another brief silence, Naomi starts to answer, though it sounds like it isn't easy for her to talk about.

NAOMI
FoxDie is a type of retrovirus that targets and kills only specific people.

NAOMI
First, it infects the macrophages[2] in the victim's body.

NAOMI
FoxDie contains ”smart” enzymes, created through protein engineering. They're programmed to respond to specific genetic patterns in the cells.

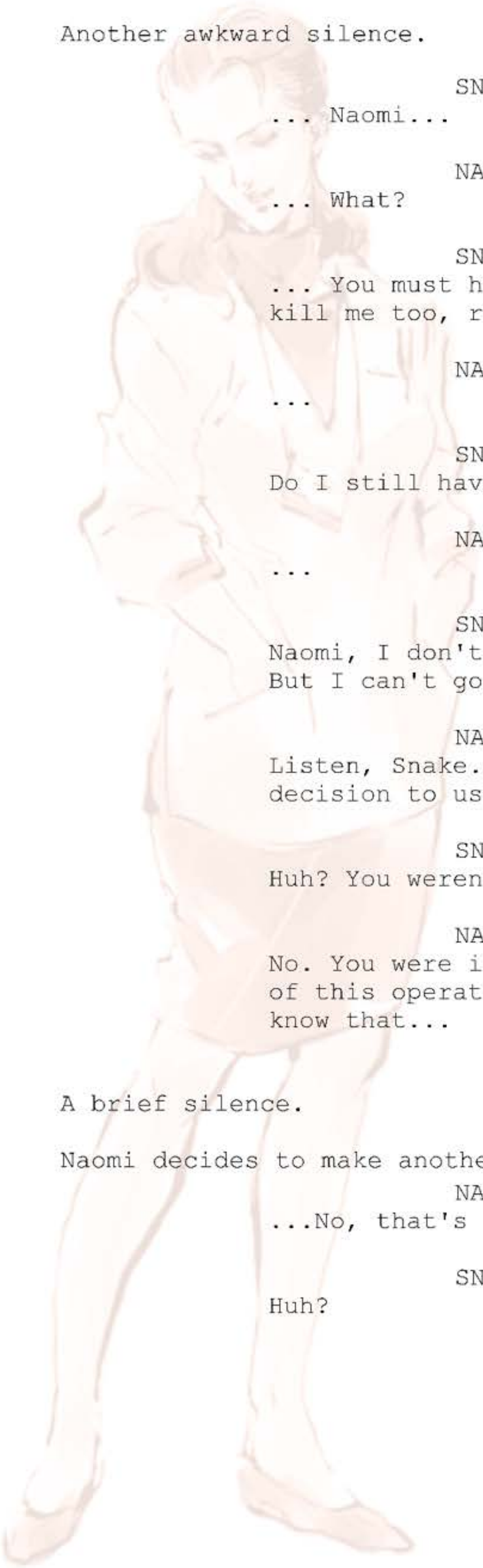
SNAKE
Those enzymes recognize the target's DNA?

NAOMI
Right. They respond by becoming active, and using the macrophages, they begin creating TNF epsilon.

SNAKE
Huh?

NAOMI
It's a type of cytokine[3], a peptide which causes cells to die. The TNF epsilon is carried along the bloodstream to the heart, where they attach to the TNF receptors in the heart cells.

SNAKE
And then... they cause a heart attack?



NAOMI
The heart cells suffer a shock and undergo an extreme apoptosis[2]. Then... the victim dies.

SNAKE
Apoptosis... You mean the heart cells commit suicide...

Another awkward silence.

SNAKE
... Naomi...

NAOMI
... What?

SNAKE
... You must have programmed that thing to kill me too, right?

NAOMI
...

SNAKE
Do I still have time?

NAOMI
...

SNAKE
Naomi, I don't blame you for wanting me dead. But I can't go yet. I still have a job to do.

NAOMI
Listen, Snake... I'm not the one who made the decision to use FoxDie.

SNAKE
Huh? You weren't?

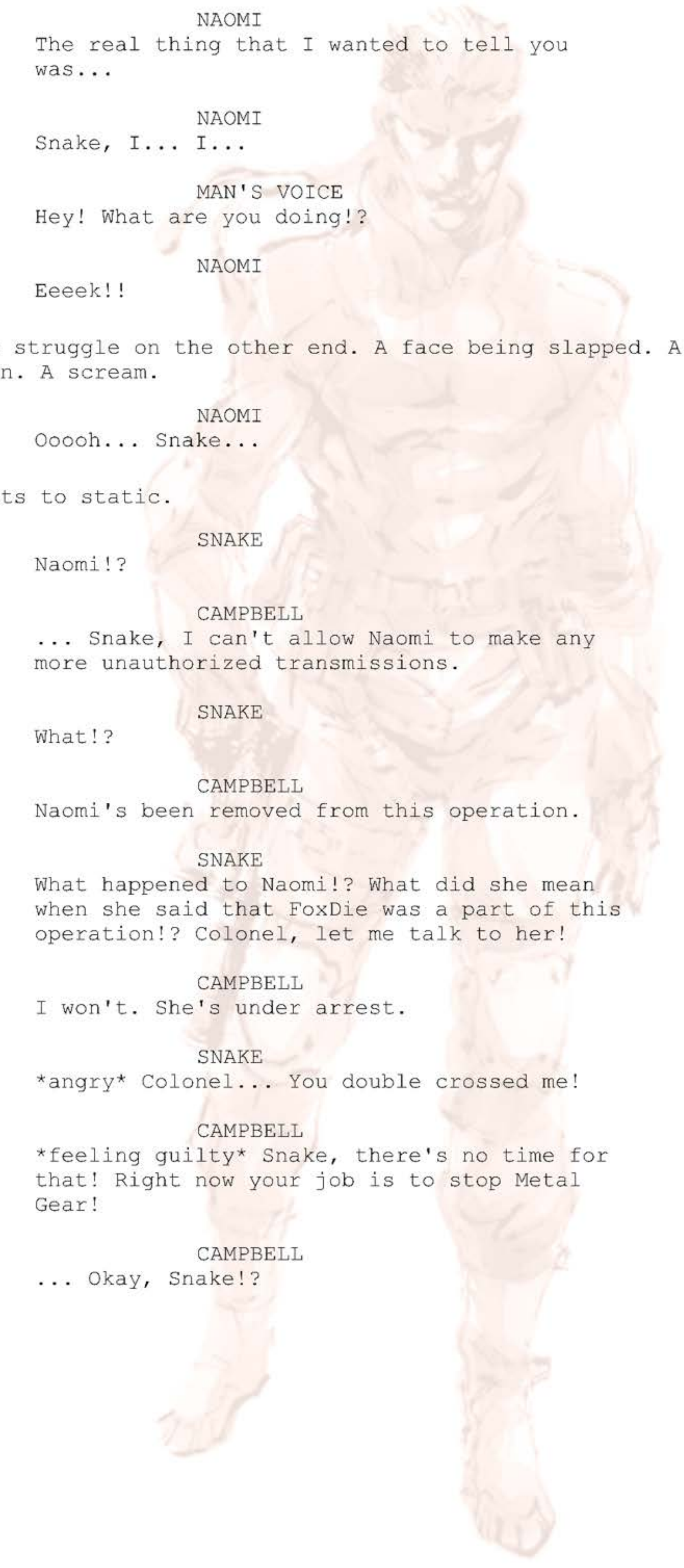
NAOMI
No. You were injected with FoxDie as a part of this operation. I just wanted to let you know that...

A brief silence.

Naomi decides to make another confession.

NAOMI
...No, that's not the whole truth...

SNAKE
Huh?



NAOMI
The real thing that I wanted to tell you was...

NAOMI
Snake, I... I...

MAN'S VOICE
Hey! What are you doing!?

NAOMI
Eeeek!!

Sounds of a struggle on the other end. A face being slapped. A punch being thrown. A scream.

NAOMI
Ooooh... Snake...

The line cuts to static.

SNAKE
Naomi!?

CAMPBELL
... Snake, I can't allow Naomi to make any more unauthorized transmissions.

SNAKE
What!?

CAMPBELL
Naomi's been removed from this operation.

SNAKE
What happened to Naomi!? What did she mean when she said that FoxDie was a part of this operation!? Colonel, let me talk to her!

CAMPBELL
I won't. She's under arrest.

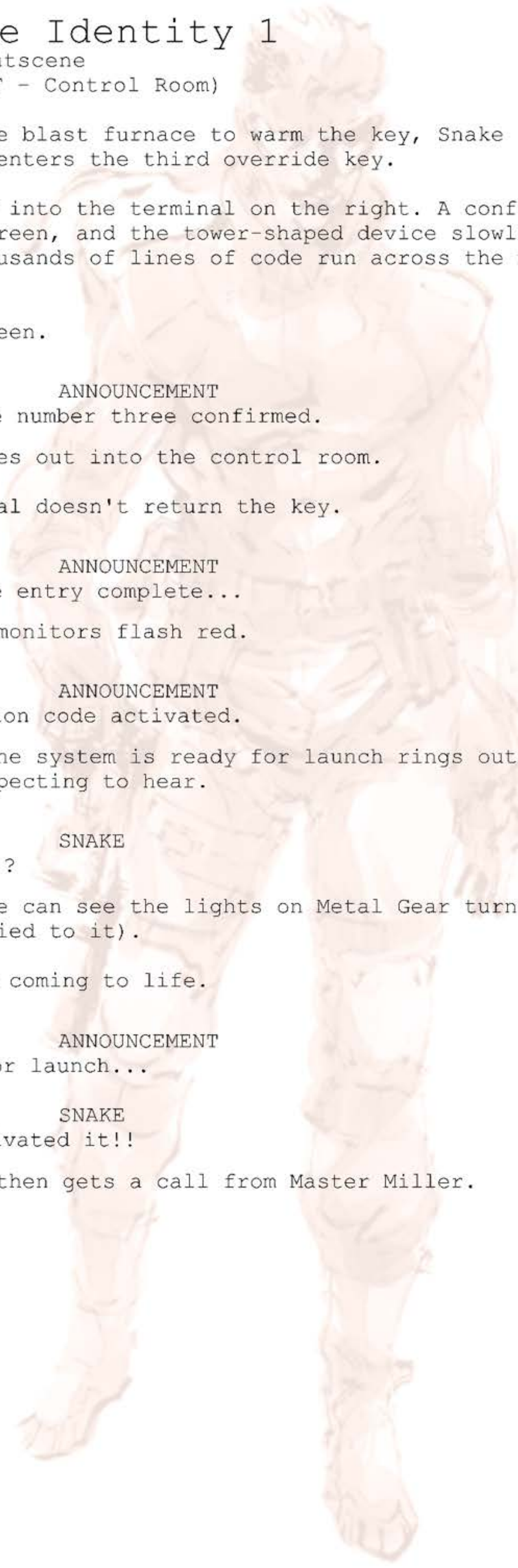
SNAKE
angry Colonel... You double crossed me!

CAMPBELL
feeling guilty Snake, there's no time for that! Right now your job is to stop Metal Gear!

CAMPBELL
... Okay, Snake!?

Master's True Identity 1

Third Code Entered Cutscene
(Metal Gear Hangar 3F - Control Room)



After returning to the blast furnace to warm the key, Snake goes back to the control room and enters the third override key.

Snake inserts the key into the terminal on the right. A confirmation message appears on-screen, and the tower-shaped device slowly sinks into the desk. Tens of thousands of lines of code run across the monitor at a blistering speed.

Snake studies the screen.

ANNOUNCEMENT
PAL code number three confirmed.

A computer voice blares out into the control room.

This time, the terminal doesn't return the key.

ANNOUNCEMENT
PAL code entry complete...

All three terminals' monitors flash red.

ANNOUNCEMENT
Detonation code activated.

A notification that the system is ready for launch rings out! This is not what Snake was expecting to hear.

SNAKE
No! Why!?

Through the window, he can see the lights on Metal Gear turning on (power is being supplied to it).

It is like a creature coming to life.

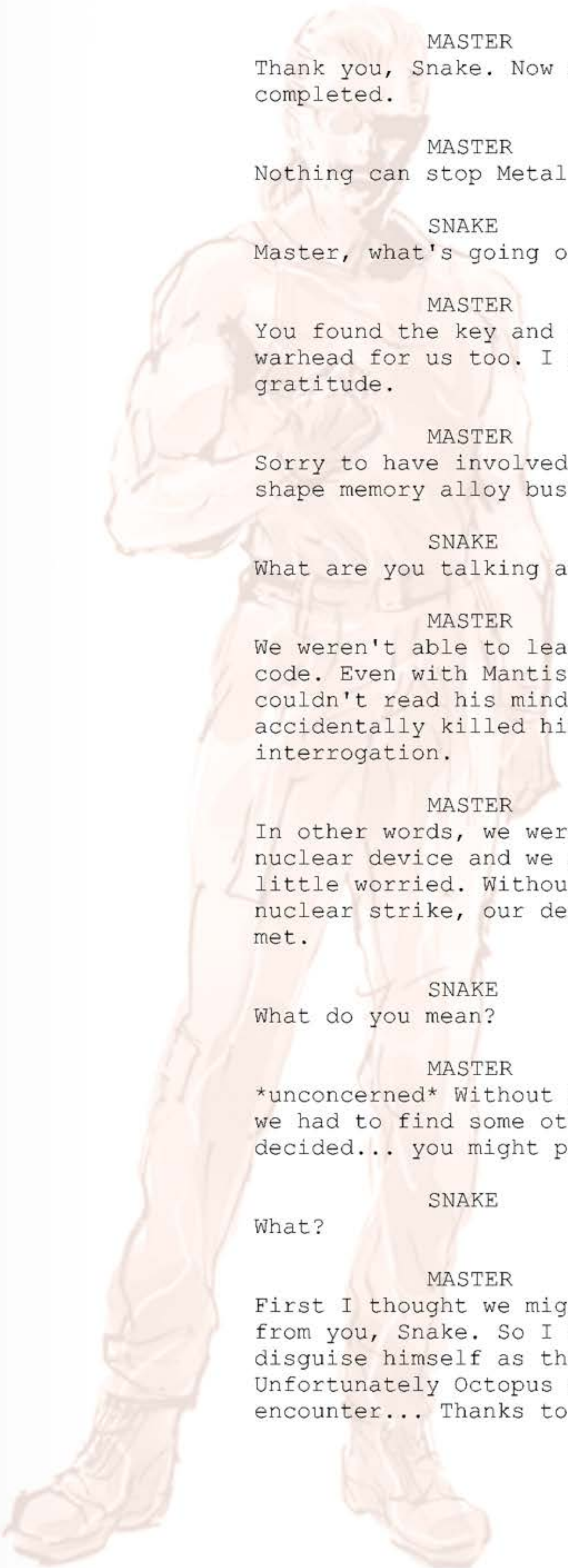
ANNOUNCEMENT
Ready for launch...

SNAKE
I deactivated it!!

Snake is rattled. He then gets a call from Master Miller.

Master's True Identity 2

Master was Liquid All Along Codec Call



MASTER

Thank you, Snake. Now the detonation code is completed.

MASTER

Nothing can stop Metal Gear now.

SNAKE

Master, what's going on?

MASTER

You found the key and even activated the warhead for us too. I really must express my gratitude.

MASTER

Sorry to have involved you in that silly shape memory alloy business.

SNAKE

What are you talking about?

MASTER

We weren't able to learn the DARPA Chief's code. Even with Mantis' psychic powers, he couldn't read his mind. Then Ocelot accidentally killed him during the interrogation.

MASTER

In other words, we weren't able to launch the nuclear device and we were all getting a little worried. Without the threat of a nuclear strike, our demands would never be met.

SNAKE

What do you mean?

MASTER

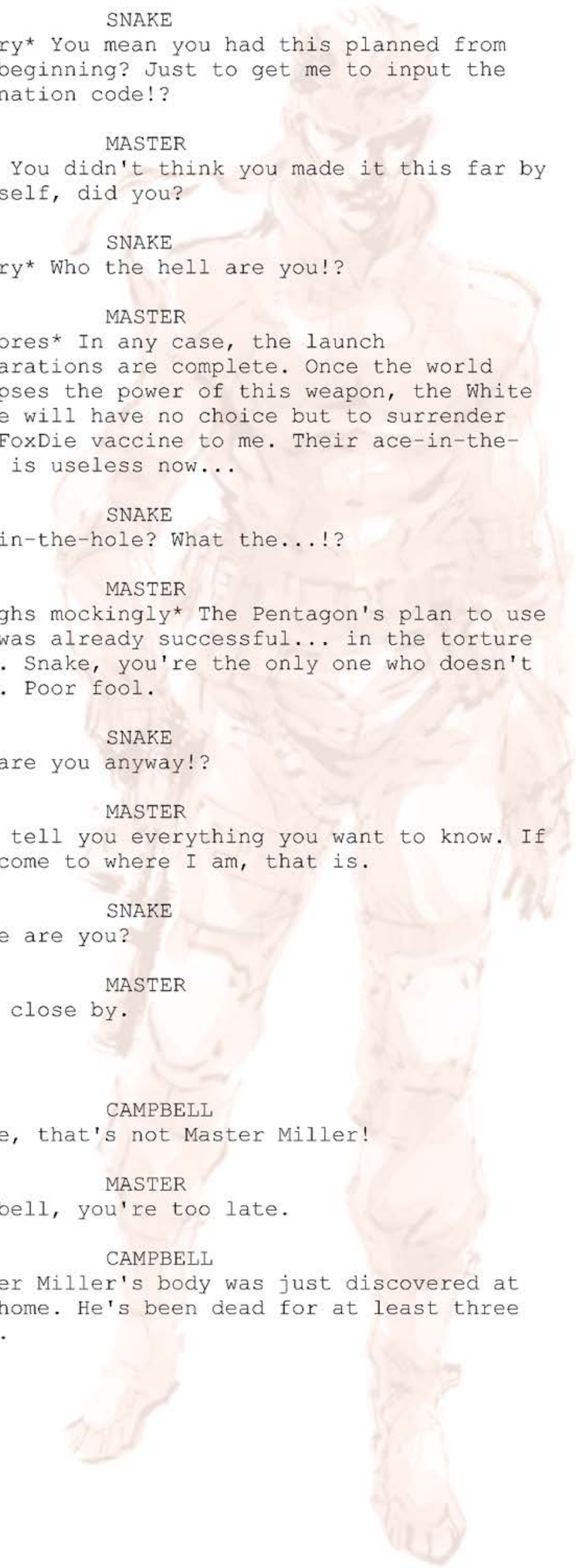
unconcerned Without the detonation codes, we had to find some other way. That's when we decided... you might prove useful, Snake.

SNAKE

What?

MASTER

First I thought we might get the information from you, Snake. So I had Decoy Octopus disguise himself as the DARPA Chief. Unfortunately Octopus didn't survive the encounter... Thanks to FoxDie.



SNAKE
angry You mean you had this planned from the beginning? Just to get me to input the detonation code!?

MASTER
Huh? You didn't think you made it this far by yourself, did you?

SNAKE
angry Who the hell are you!?

MASTER
ignores In any case, the launch preparations are complete. Once the world glimpses the power of this weapon, the White House will have no choice but to surrender the FoxDie vaccine to me. Their ace-in-the-hole is useless now...

SNAKE
Ace-in-the-hole? What the...!?

MASTER
laughs mockingly The Pentagon's plan to use you was already successful... in the torture room. Snake, you're the only one who doesn't know. Poor fool.

SNAKE
Who are you anyway!?

MASTER
I'll tell you everything you want to know. If you come to where I am, that is.

SNAKE
Where are you?

MASTER
Very close by.

Campbell cuts in.

CAMPBELL
Snake, that's not Master Miller!

MASTER
Campbell, you're too late.

CAMPBELL
Master Miller's body was just discovered at his home. He's been dead for at least three days.

CAMPBELL
I didn't know because my Codec link with Master was cut off. But Mei Ling said his transmission signal was coming from inside the base!

SNAKE
So who is it?

CAMPBELL
Snake, you've been talking to...

MASTER
... Me... dear brother.

Master takes off his sunglasses.

SNAKE
Liquid!? How the...!?

He then lets his hair down. It is indeed Liquid.

MASTER
You've served your purpose. You may die now!

Master's True Identity 3

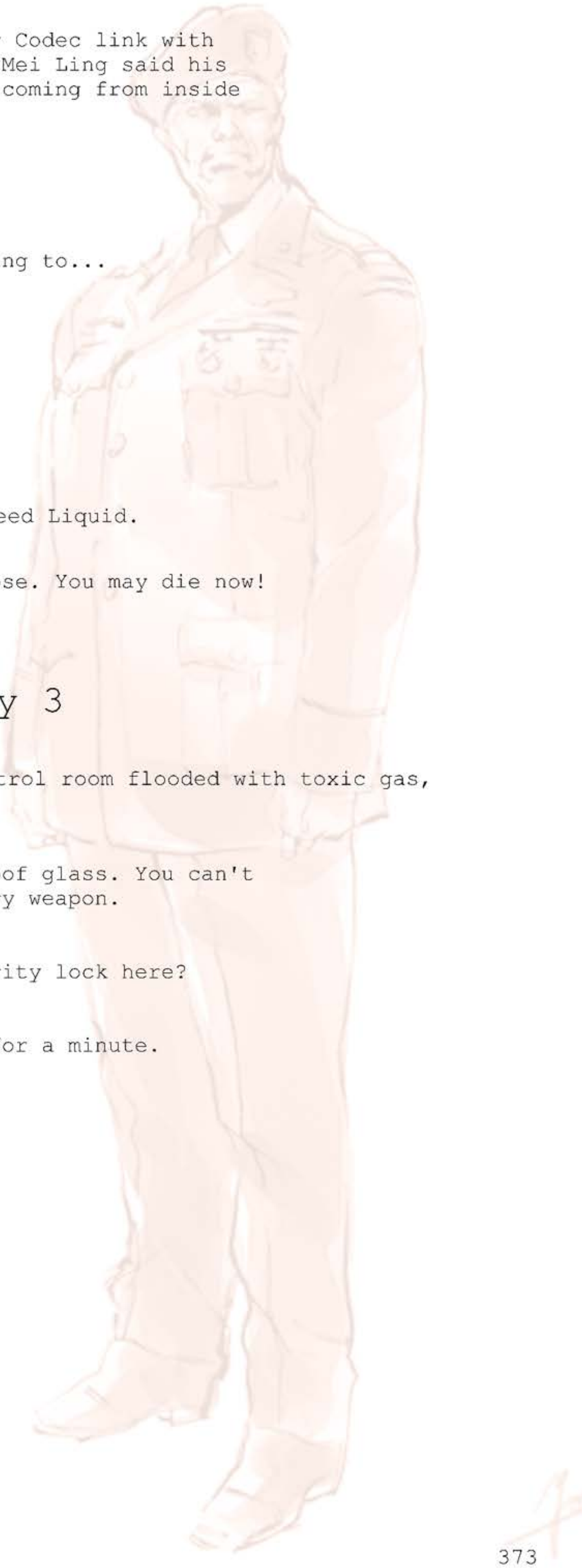
Contacting Otacon Codec Call 1

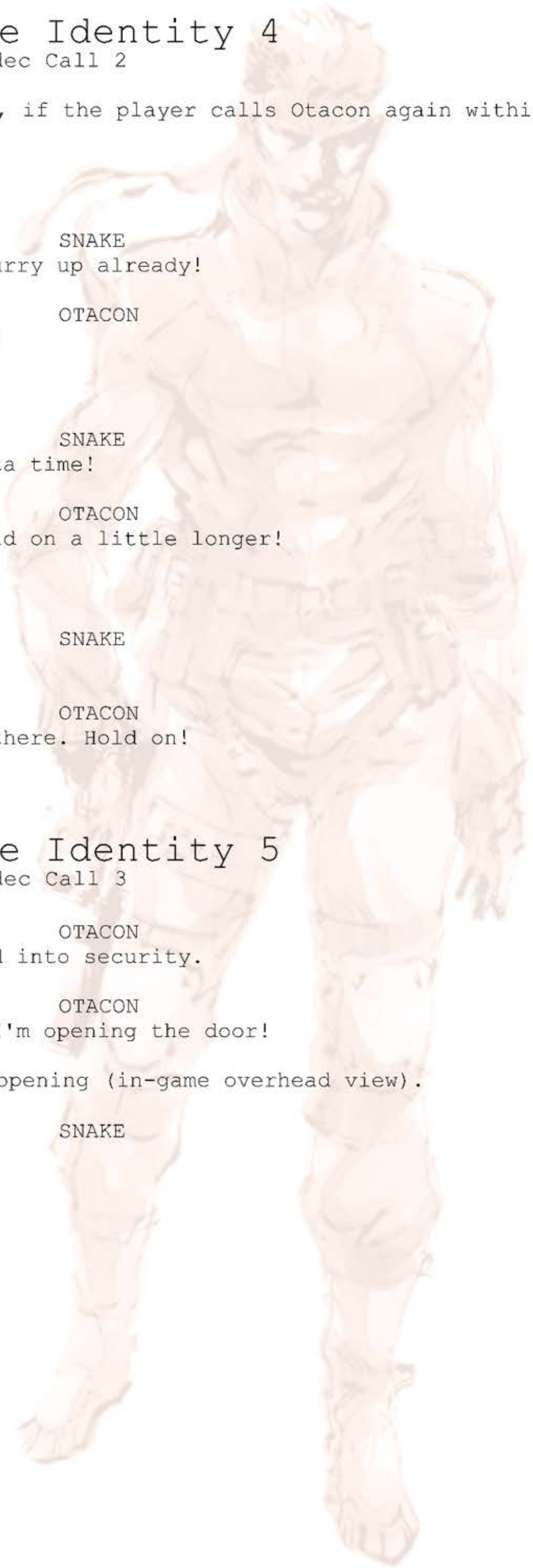
With the door sealed shut and the control room flooded with toxic gas, Snake calls Otacon for help.

OTACON
Snake, that's bullet-proof glass. You can't break it with an ordinary weapon.

SNAKE
Can't you open the security lock here?

OTACON
I'll try. Just hold on for a minute.





Master's True Identity 4

Contacting Otacon Codec Call 2

*After the above call, if the player calls Otacon again within a certain amount of time

*First time

SNAKE
C'mon hurry up already!

OTACON
Hang on!

*Second time

SNAKE
I'm outta time!

OTACON
Just hold on a little longer!

*Third time

SNAKE
Otacon!

OTACON
Almost there. Hold on!

Master's True Identity 5

Contacting Otacon Codec Call 3

OTACON
I hacked into security.

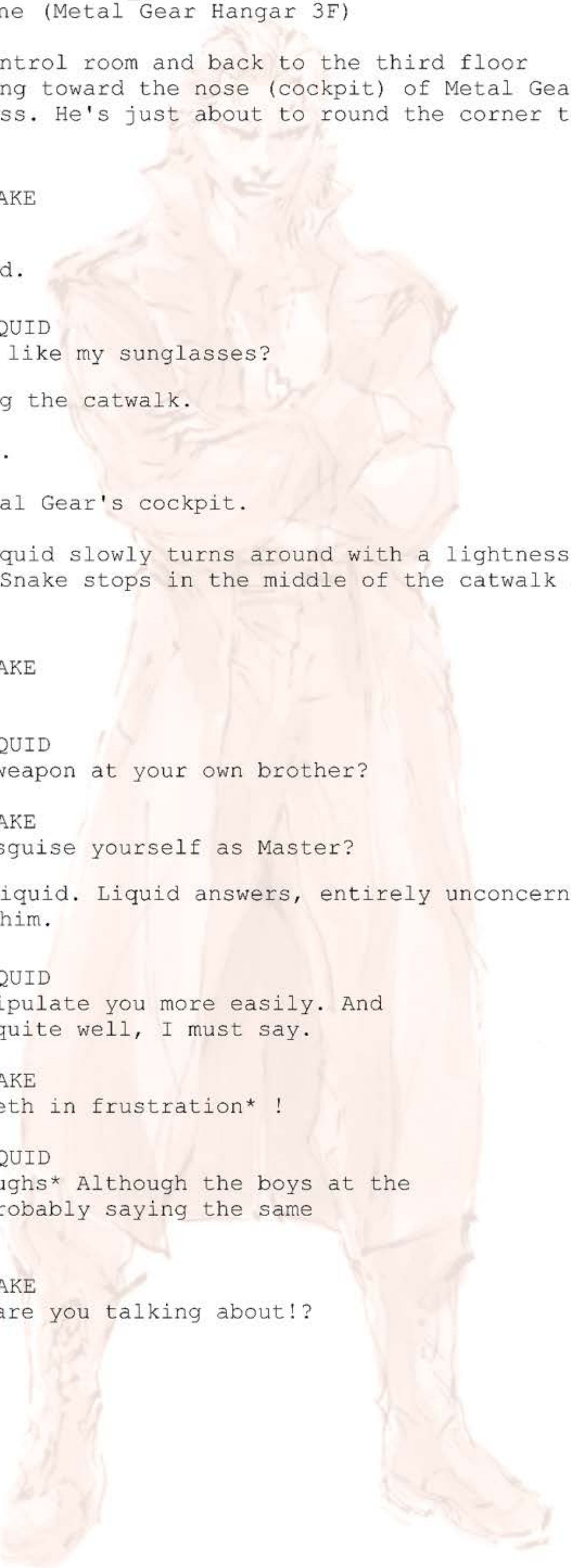
OTACON
Snake! I'm opening the door!

Cutscene of the door opening (in-game overhead view).

SNAKE
sighs

Master's True Identity 6

Metal Gear Activated Cutscene (Metal Gear Hangar 3F)



Snake makes it out of the control room and back to the third floor catwalk. He sees Liquid racing toward the nose (cockpit) of Metal Gear. As before, Liquid is shirtless. He's just about to round the corner to the cockpit.

SNAKE
Liquid!!

Liquid stops and turns around.

LIQUID
Snake. Did you like my sunglasses?

Liquid continues to run along the catwalk.

Snake stays hot on his heels.

Liquid stops in front of Metal Gear's cockpit.

The cockpit door is open. Liquid slowly turns around with a lightness of being—almost like a dancer. Snake stops in the middle of the catwalk and readies his SOCOM or FAMAS.

SNAKE
Damn!!

LIQUID
You'd point a weapon at your own brother?

SNAKE
Why did you disguise yourself as Master?

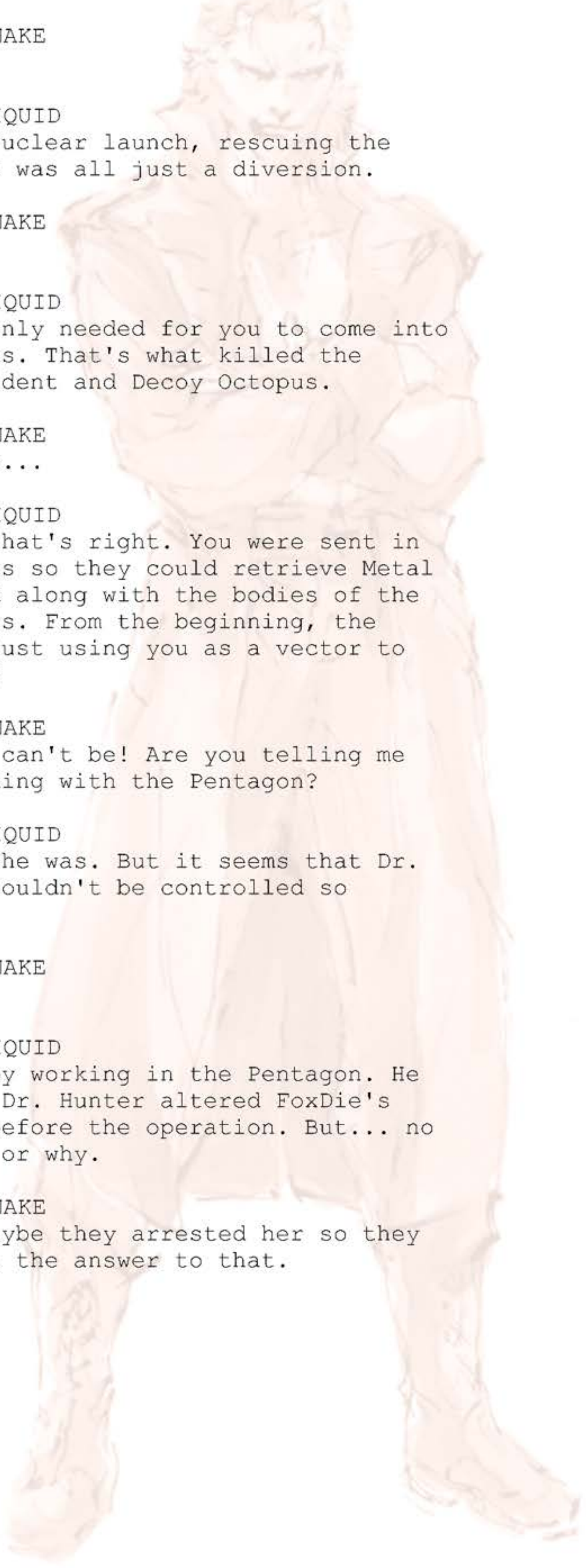
Snake points the barrel at Liquid. Liquid answers, entirely unconcerned about the weapon pointed at him.

LIQUID
So I could manipulate you more easily. And you performed quite well, I must say.

SNAKE
grinds his teeth in frustration !

LIQUID
scornfully laughs Although the boys at the Pentagon are probably saying the same thing...

SNAKE
What the hell are you talking about!?



LIQUID
Following orders blindly with no questions asked. You've lost your warrior's pride and become nothing more than a pawn, Snake.

SNAKE
What?

LIQUID
Stopping the nuclear launch, rescuing the hostages... It was all just a diversion.

SNAKE
A diversion?

LIQUID
The Pentagon only needed for you to come into contact with us. That's what killed the ArmsTech president and Decoy Octopus.

SNAKE
You don't mean...

LIQUID
arrogantly That's right. You were sent in here to kill us so they could retrieve Metal Gear undamaged along with the bodies of the Genome Soldiers. From the beginning, the Pentagon was just using you as a vector to spread FoxDie!

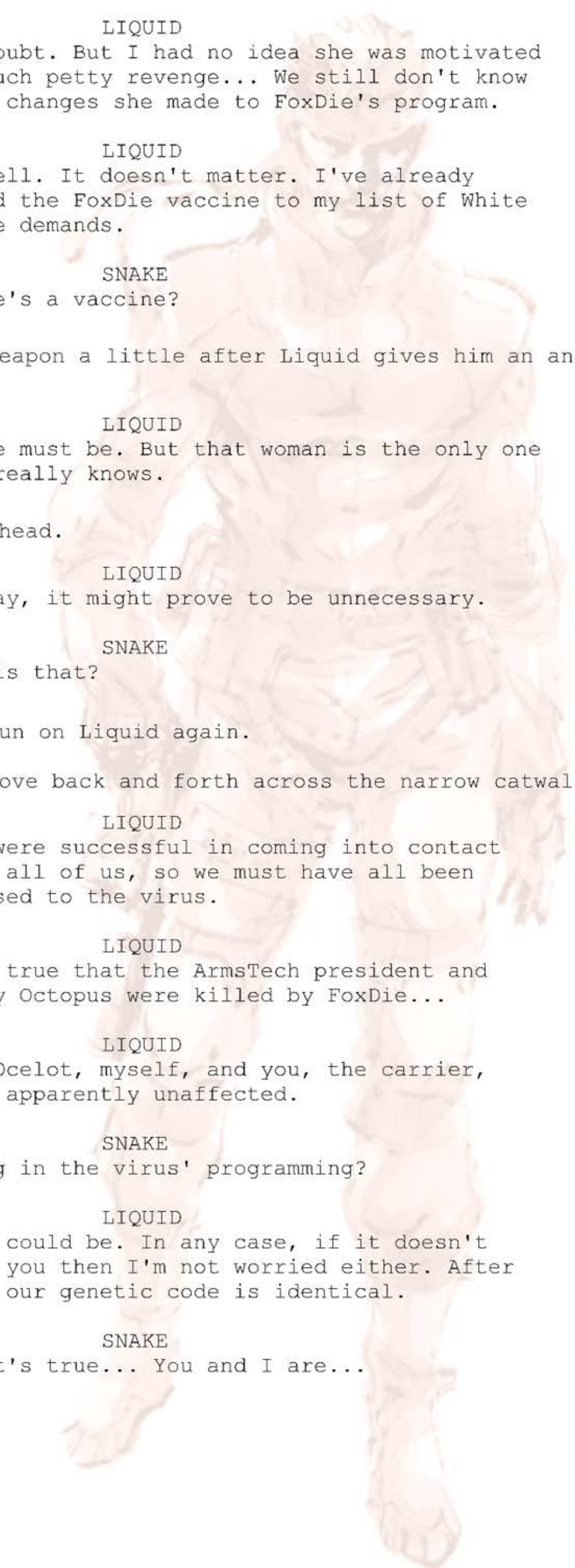
SNAKE
FoxDie...! It can't be! Are you telling me Naomi was working with the Pentagon?

LIQUID
They thought she was. But it seems that Dr. Naomi Hunter couldn't be controlled so easily.

SNAKE
What?

LIQUID
We've got a spy working in the Pentagon. He reported that Dr. Hunter altered FoxDie's program just before the operation. But... no one knows how or why.

SNAKE
I wonder... maybe they arrested her so they could find out the answer to that.



LIQUID
No doubt. But I had no idea she was motivated by such petty revenge... We still don't know what changes she made to FoxDie's program.

LIQUID
Oh well. It doesn't matter. I've already added the FoxDie vaccine to my list of White House demands.

SNAKE
There's a vaccine?

Snake lowers his weapon a little after Liquid gives him an answer he wasn't expecting.

LIQUID
There must be. But that woman is the only one who really knows.

Liquid shakes his head.

LIQUID
Anyway, it might prove to be unnecessary.

SNAKE
Why is that?

Snake trains his gun on Liquid again.

Liquid starts to move back and forth across the narrow catwalk.

LIQUID
You were successful in coming into contact with all of us, so we must have all been exposed to the virus.

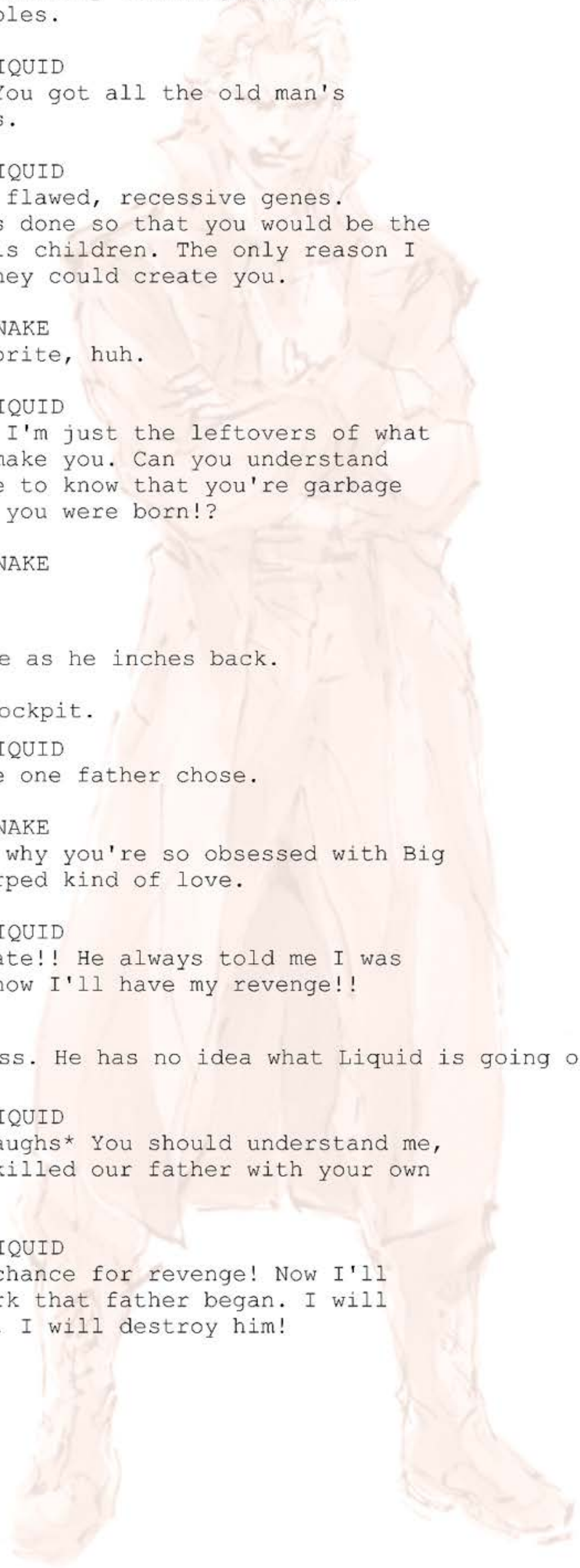
LIQUID
It's true that the ArmsTech president and Decoy Octopus were killed by FoxDie...

LIQUID
But Ocelot, myself, and you, the carrier, were apparently unaffected.

SNAKE
A bug in the virus' programming?

LIQUID
Hmm, could be. In any case, if it doesn't kill you then I'm not worried either. After all, our genetic code is identical.

SNAKE
So it's true... You and I are...



LIQUID
Yes, twins, but we're not ordinary twins... We're twins linked by cursed genes. Les enfants terribles.

LIQUID
You're fine. You got all the old man's dominant genes.

LIQUID
I got all the flawed, recessive genes. Everything was done so that you would be the greatest of his children. The only reason I exist is so they could create you.

SNAKE
I was the favorite, huh.

LIQUID
That's right! I'm just the leftovers of what they used to make you. Can you understand what it's like to know that you're garbage since the day you were born!?

SNAKE
...

Liquid keeps an eye on Snake as he inches back.

He plants one foot in the cockpit.

LIQUID
But... I'm the one father chose.

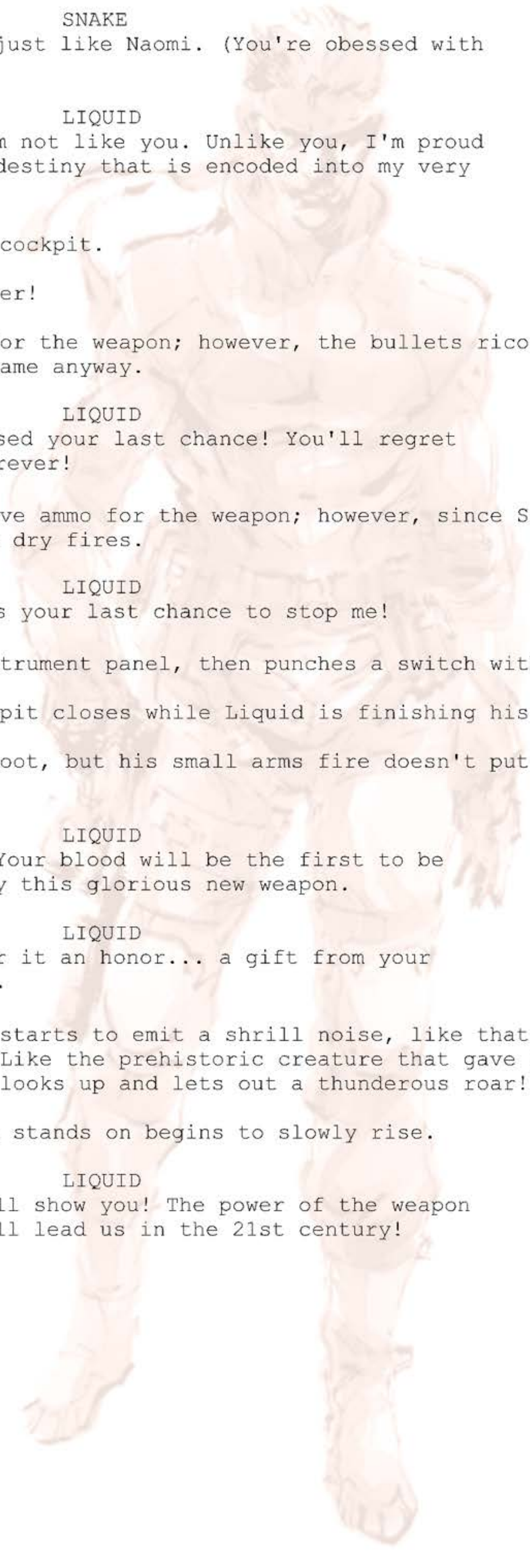
SNAKE
... So that's why you're so obsessed with Big Boss. Some warped kind of love.

LIQUID
Love!? It's hate!! He always told me I was inferior and now I'll have my revenge!!

Snake stands there speechless. He has no idea what Liquid is going on about.

LIQUID
scornfully laughs You should understand me, brother. You killed our father with your own hands!

LIQUID
You stole my chance for revenge! Now I'll finish the work that father began. I will surpass him... I will destroy him!



SNAKE
You're just like Naomi. (You're obessed with genes.)

LIQUID
Well I'm not like you. Unlike you, I'm proud of the destiny that is encoded into my very genes.

Liquid hops into the cockpit.

Snake pulls the trigger!

*If player has ammo for the weapon; however, the bullets ricochet off of Metal Gear's mouth frame anyway.

LIQUID
You missed your last chance! You'll regret that forever!

*If player doesn't have ammo for the weapon; however, since Snake is out of ammo, the gun just dry fires.

LIQUID
That was your last chance to stop me!

Liquid checks the instrument panel, then punches a switch with his fist.

The mouth of the cockpit closes while Liquid is finishing his words.

Snake continues to shoot, but his small arms fire doesn't put a dent in Rex's armor.

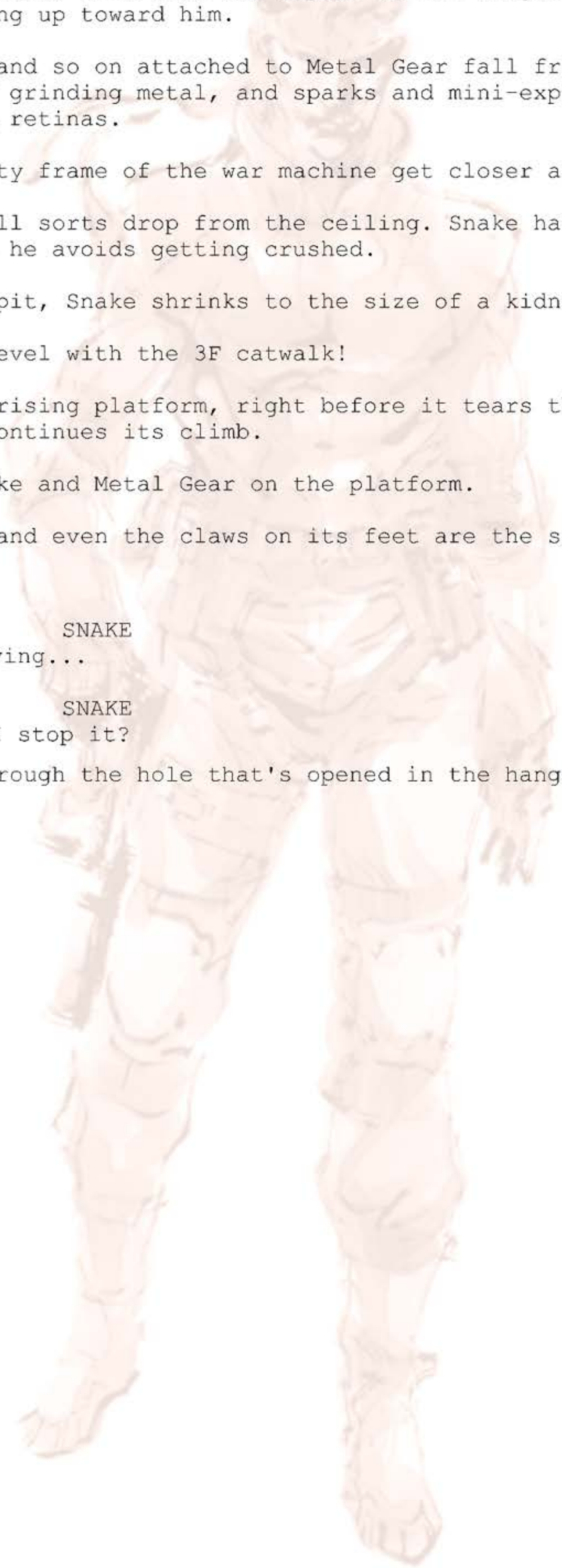
LIQUID
Snake! Your blood will be the first to be spilt by this glorious new weapon.

LIQUID
Consider it an honor... a gift from your brother.

Metal Gear stirs. It starts to emit a shrill noise, like that of a turbocharged engine. Like the prehistoric creature that gave it its name, Metal Gear Rex looks up and lets out a thunderous roar!

Then, the platform it stands on begins to slowly rise.

LIQUID
Now, I'll show you! The power of the weapon that will lead us in the 21st century!



Snake is thrown off-balance by the violent tremors.

He looks over the catwalk, down into the depths of the hangar. He can see the platform coming up toward him.

The cables, runners, and so on attached to Metal Gear fall from its body bit by bit. Sounds of grinding metal, and sparks and mini-explosions bright enough to burn retinas.

Snake watches the meaty frame of the war machine get closer and closer.

Debris and parts of all sorts drop from the ceiling. Snake hangs onto the handrail tight as he avoids getting crushed.

As seen from the cockpit, Snake shrinks to the size of a kidney bean.

The platform is now level with the 3F catwalk!

Snake jumps onto the rising platform, right before it tears the catwalk apart. The platform continues its climb.

Low-angle shot of Snake and Metal Gear on the platform.

Metal Gear's pylons, and even the claws on its feet are the size of oak trees!

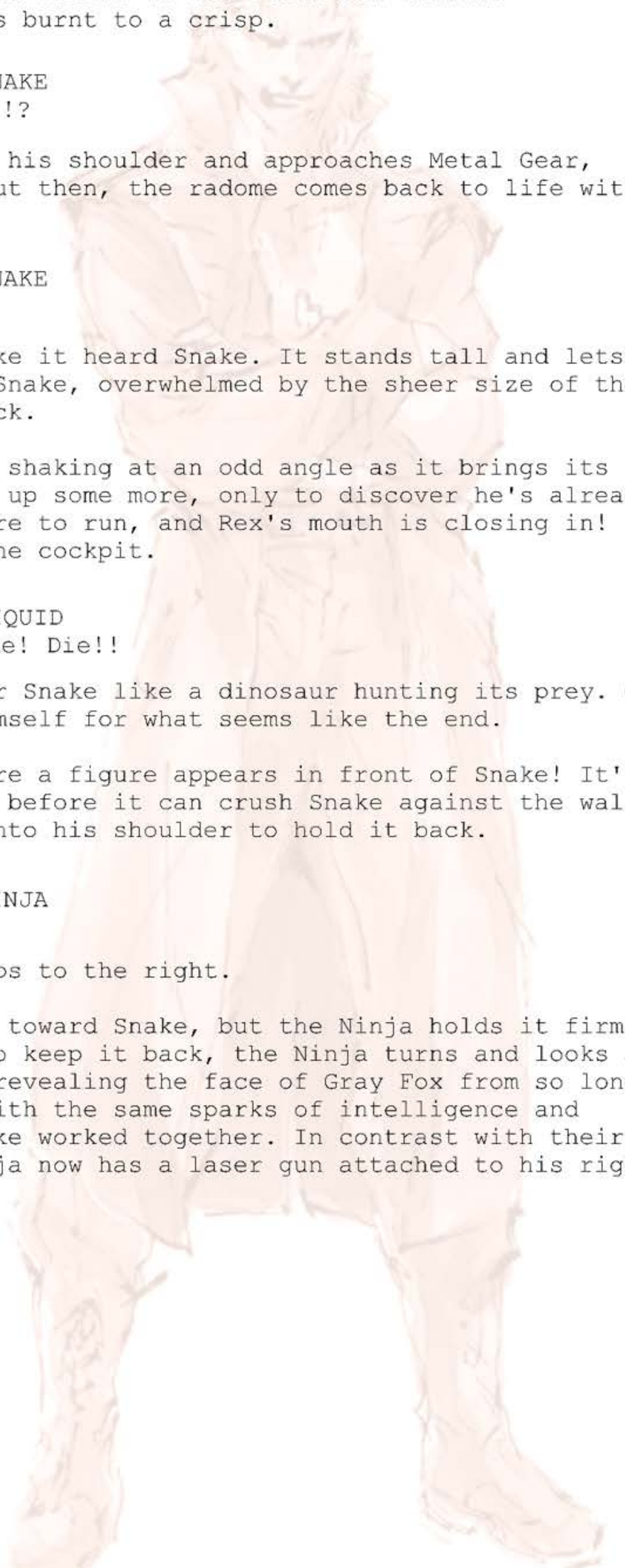
SNAKE
It's moving...

SNAKE
How do I stop it?

Metal Gear ascends through the hole that's opened in the hangar ceiling.

Metal Gear Rex Battle 1

Gray Fox's Final Moments Cutscene (Metal Gear Hangar Door)



The radome is in flames. Visible beyond Snake's Stinger Missile launcher he still has readied, Rex has fallen to its knees and remains motionless. The radome looks burnt to a crisp.

SNAKE

Did that do it!?

Snake takes the Stinger off his shoulder and approaches Metal Gear, staring into the cockpit. But then, the radome comes back to life with a flurry of activity.

SNAKE

Damn!!!

Rex gets back up, almost like it heard Snake. It stands tall and lets out another terrible roar! Snake, overwhelmed by the sheer size of the thing, takes a few steps back.

Rex leans forward, its head shaking at an odd angle as it brings its head toward Snake. He backs up some more, only to discover he's already at the wall. He's got nowhere to run, and Rex's mouth is closing in! Liquid's voice booms from the cockpit.

LIQUID

Nice try, Snake! Die!!

Metal Gear's mouth moves for Snake like a dinosaur hunting its prey. Out of options, Snake braces himself for what seems like the end.

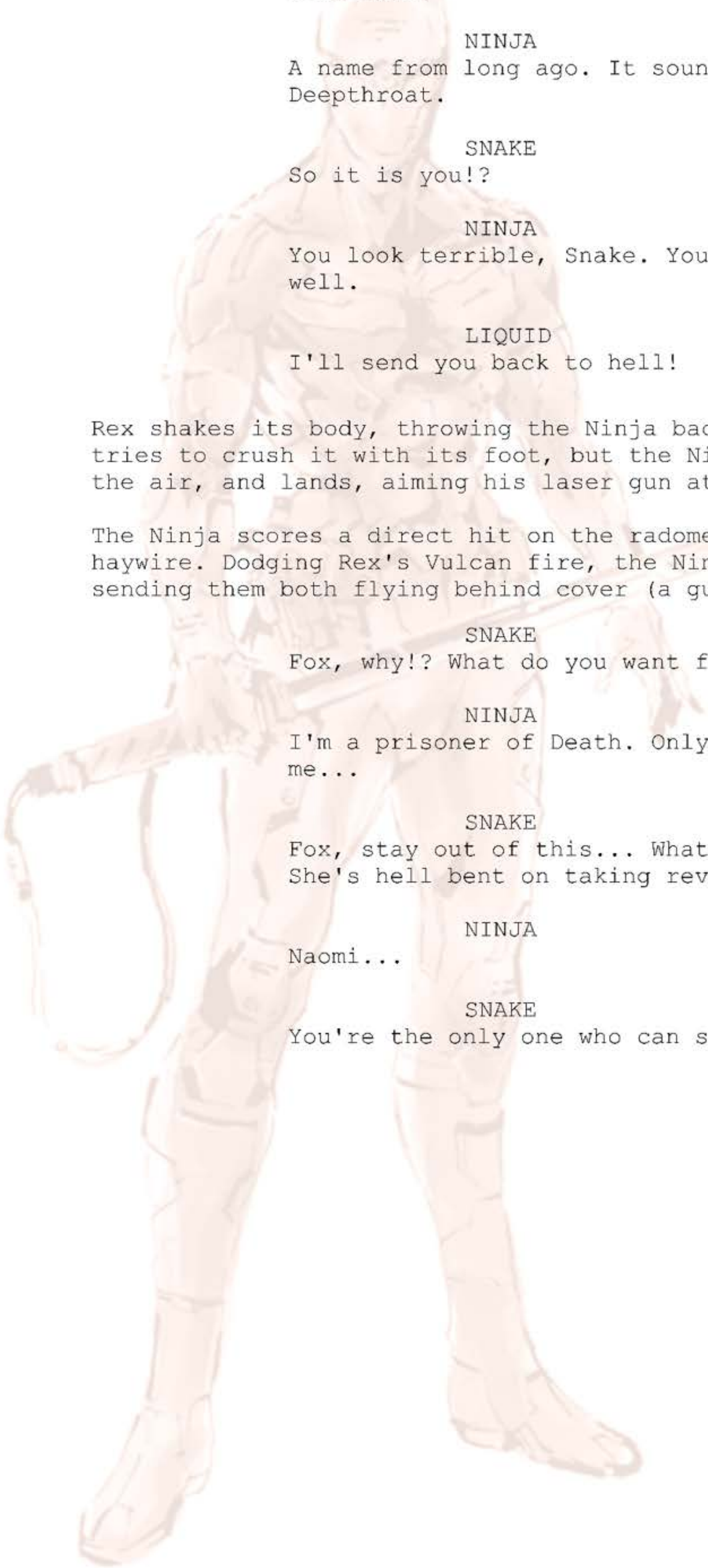
But then, from out of nowhere a figure appears in front of Snake! It's the Ninja, and he stops Rex before it can crush Snake against the wall, putting all of his weight into his shoulder to hold it back.

NINJA

Hurry!

Without thinking, Snake jumps to the right.

Rex tries to turns its head toward Snake, but the Ninja holds it firmly in place. As he continues to keep it back, the Ninja turns and looks at Snake. His helmet is open, revealing the face of Gray Fox from so long ago. His eyes still shine with the same sparks of intelligence and reason from when he and Snake worked together. In contrast with their earlier encounters, the Ninja now has a laser gun attached to his right arm.



NINJA
Get away!

SNAKE
Gray Fox!!

NINJA
A name from long ago. It sounds better than Deepthroat.

SNAKE
So it is you!?

NINJA
You look terrible, Snake. You haven't aged well.

LIQUID
I'll send you back to hell!

Rex shakes its body, throwing the Ninja backward. It immediately then tries to crush it with its foot, but the Ninja jumps sideways, turns in the air, and lands, aiming his laser gun at Metal Gear as he does so.

The Ninja scores a direct hit on the radome, temporarily sending it haywire. Dodging Rex's Vulcan fire, the Ninja then tackles Snake, sending them both flying behind cover (a gutter).

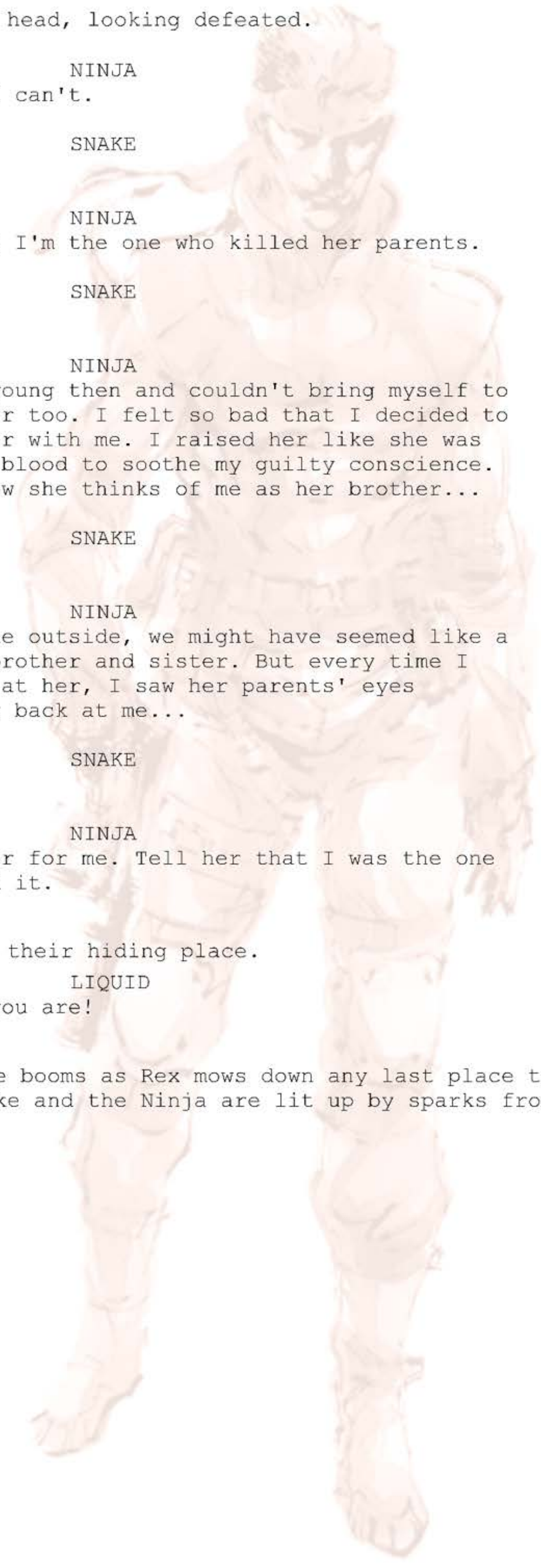
SNAKE
Fox, why!? What do you want from me!?

NINJA
I'm a prisoner of Death. Only you can free me...

SNAKE
Fox, stay out of this... What about Naomi? She's hell bent on taking revenge for you.

NINJA
Naomi...

SNAKE
You're the only one who can stop her.



The Ninja shakes his head, looking defeated.

NINJA
No... I can't.

SNAKE
Why?

NINJA
Because I'm the one who killed her parents.

SNAKE
...!!

NINJA
I was young then and couldn't bring myself to kill her too. I felt so bad that I decided to take her with me. I raised her like she was my own blood to soothe my guilty conscience. Even now she thinks of me as her brother...

SNAKE
Fox...

NINJA
From the outside, we might have seemed like a happy brother and sister. But every time I looked at her, I saw her parents' eyes staring back at me...

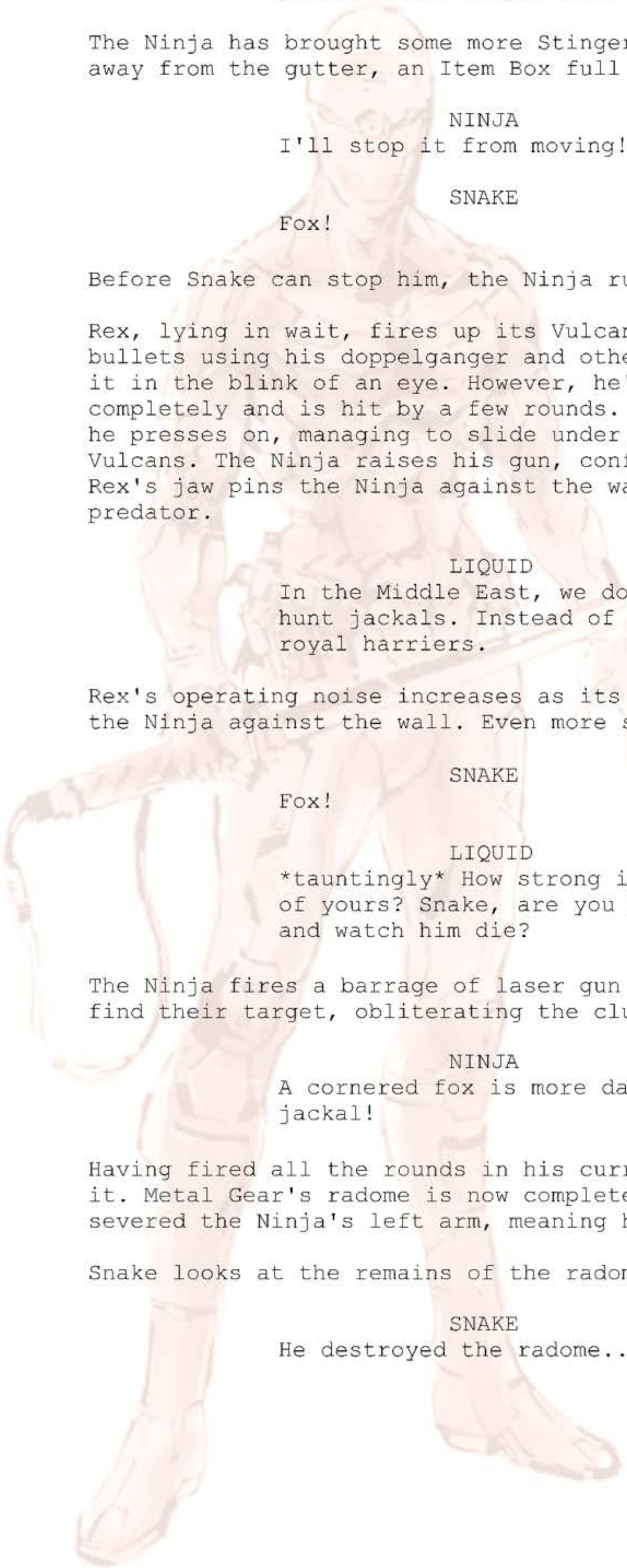
SNAKE
...

NINJA
Tell her for me. Tell her that I was the one who did it.

Metal Gear discovers their hiding place.

LIQUID
There you are!

A line of Vulcan fire booms as Rex mows down any last place the two of them could hide. Snake and the Ninja are lit up by sparks from all the ricochets.



NINJA
We're just about out of time. Here's a final present from Deepthroat.

The Ninja has brought some more Stinger Missiles for Snake. Not too far away from the gutter, an Item Box full of them spins in the air.

NINJA
I'll stop it from moving!

SNAKE
Fox!

Before Snake can stop him, the Ninja rushes toward Metal Gear.

Rex, lying in wait, fires up its Vulcan cannons. The Ninja dodges the bullets using his doppelganger and other *ninpo* techniques, closing in on it in the blink of an eye. However, he's unable to avoid the barrage completely and is hit by a few rounds. Sparks shoot out of his body but he presses on, managing to slide under Rex, into the blind spot of its Vulcans. The Ninja raises his gun, confident victory is at hand—until Rex's jaw pins the Ninja against the wall with the swiftness of an apex predator.

LIQUID
In the Middle East, we don't hunt foxes, we hunt jackals. Instead of foxhounds, we use royal harriers.

Rex's operating noise increases as its strength increases and presses the Ninja against the wall. Even more sparks shoot out of the Ninja.

SNAKE
Fox!

LIQUID
tauntingly How strong is that exoskeleton of yours? Snake, are you just going to sit by and watch him die?

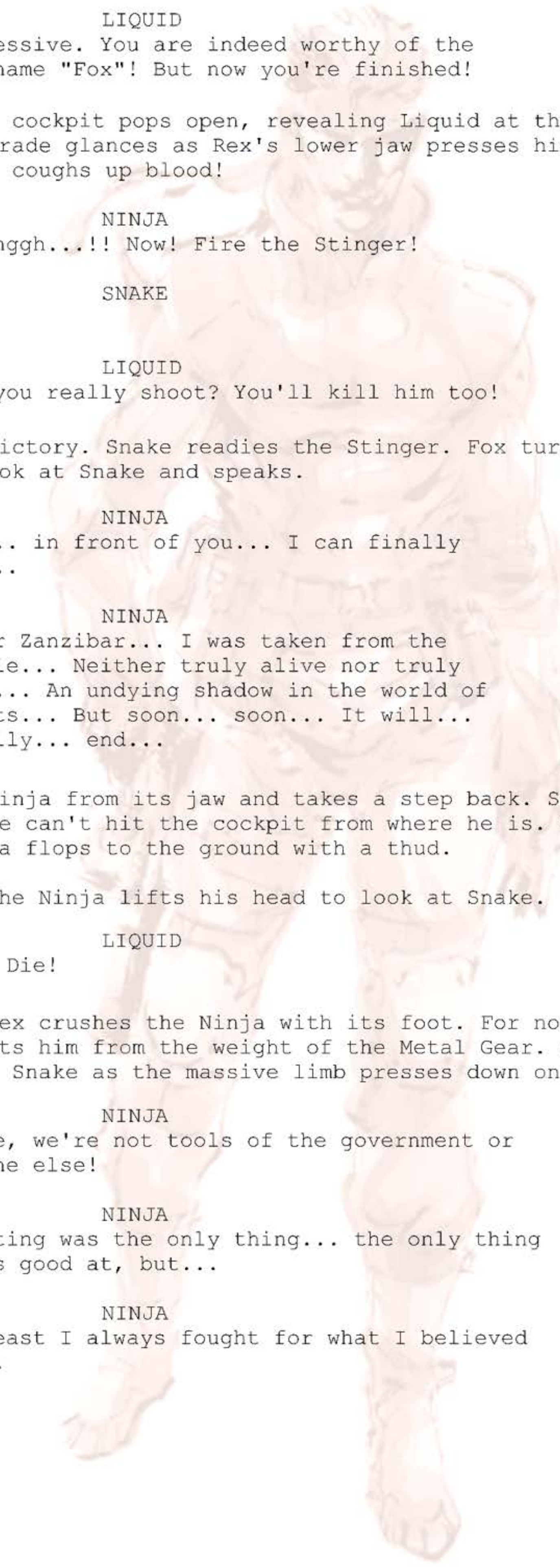
The Ninja fires a barrage of laser gun blasts at the radome. They all find their target, obliterating the cluster of sensors beneath it.

NINJA
A cornered fox is more dangerous than a jackal!

Having fired all the rounds in his current energy pack, the Ninja ejects it. Metal Gear's radome is now completely out of commission. Rex has severed the Ninja's left arm, meaning he can't reload his laser gun.

Snake looks at the remains of the radome.

SNAKE
He destroyed the radome...



LIQUID
Impressive. You are indeed worthy of the codename "Fox"! But now you're finished!

Metal Gear's mouth cockpit pops open, revealing Liquid at the controls. He and the Ninja trade glances as Rex's lower jaw presses him deeper into the wall. Fox coughs up blood!

NINJA
Uuunnggh...!! Now! Fire the Stinger!

SNAKE
Fox!

LIQUID
Can you really shoot? You'll kill him too!

Liquid can taste victory. Snake readies the Stinger. Fox turns as best he can to get a look at Snake and speaks.

NINJA
Now... in front of you... I can finally die...

NINJA
After Zanzibar... I was taken from the battle... Neither truly alive nor truly dead... An undying shadow in the world of lights... But soon... soon... It will... finally... end...

Rex releases the Ninja from its jaw and takes a step back. Snake has the Stinger out, but he can't hit the cockpit from where he is. Freed from the wall, the Ninja flops to the ground with a thud.

Lying face-down, the Ninja lifts his head to look at Snake.

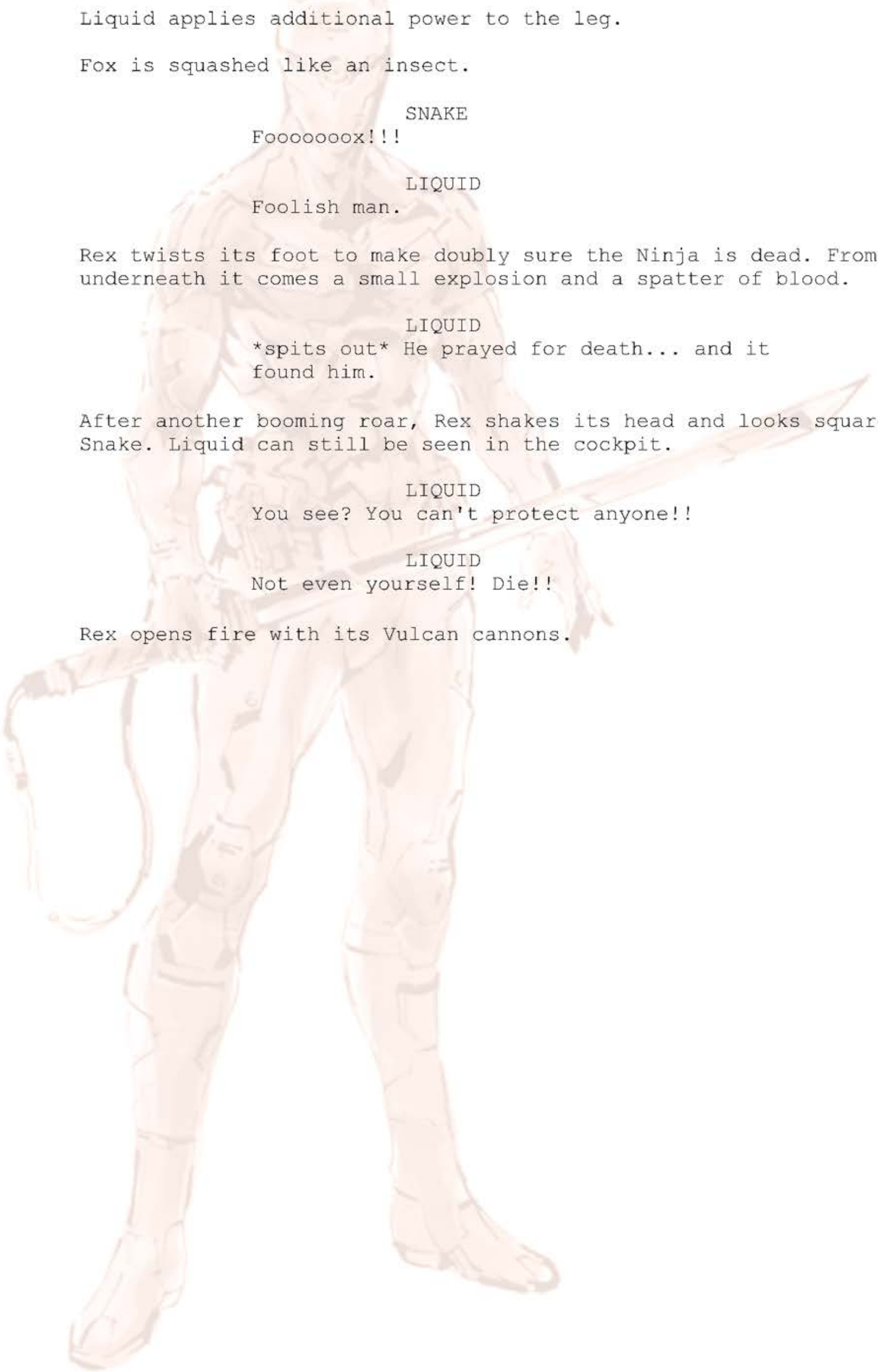
LIQUID
Die! Die!

Wasting no time, Rex crushes the Ninja with its foot. For now, his exoskeleton protects him from the weight of the Metal Gear. He delivers his final words to Snake as the massive limb presses down on him.

NINJA
Snake, we're not tools of the government or anyone else!

NINJA
Fighting was the only thing... the only thing I was good at, but...

NINJA
At least I always fought for what I believed in...



A pool of blood spreads from Rex's foot.

NINJA
Snake... farewell.

Liquid applies additional power to the leg.

Fox is squashed like an insect.

SNAKE
Foooooox!!!

LIQUID
Foolish man.

Rex twists its foot to make doubly sure the Ninja is dead. From underneath it comes a small explosion and a spatter of blood.

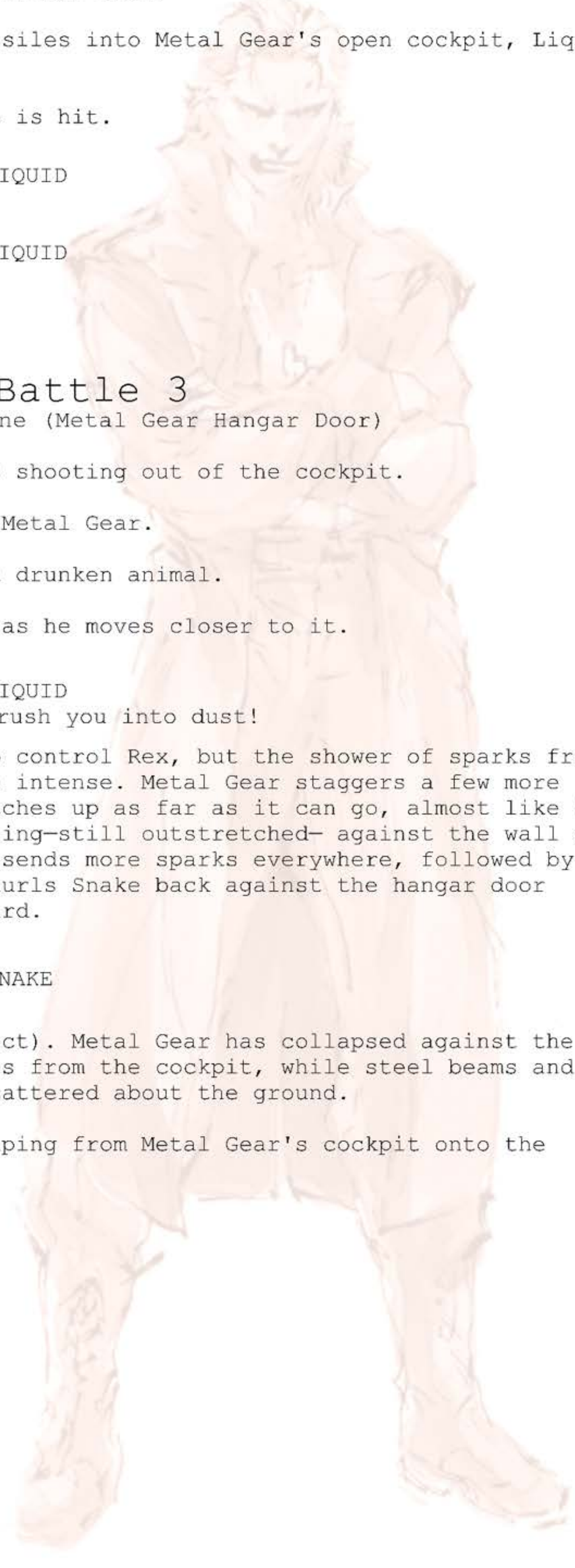
LIQUID
spits out He prayed for death... and it found him.

After another booming roar, Rex shakes its head and looks squarely at Snake. Liquid can still be seen in the cockpit.

LIQUID
You see? You can't protect anyone!!

LIQUID
Not even yourself! Die!!

Rex opens fire with its Vulcan cannons.



Metal Gear Rex Battle 2

VS Metal Gear (Metal Gear Hangar Door)

Snake unleashes Stinger Missiles into Metal Gear's open cockpit, Liquid in full view.

Liquid groans every time he is hit.

LIQUID
screams

LIQUID
Nice try!

Metal Gear Rex Battle 3

Metal Gear Explodes Cutscene (Metal Gear Hangar Door)

Snake's attacks send sparks shooting out of the cockpit.

Liquid has lost control of Metal Gear.

The machine stumbles like a drunken animal.

Snake watches it carefully as he moves closer to it.

LIQUID
Snake, I'll crush you into dust!

Liquid desperately tries to control Rex, but the shower of sparks from the cockpit grows even more intense. Metal Gear staggers a few more steps, then stops and stretches up as far as it can go, almost like it's having a spasm, before falling—still outstretched— against the wall of the passageway. The impact sends more sparks everywhere, followed by an explosion. The blast wave hurls Snake back against the hangar door (wall)! He hits his head hard.

SNAKE
Gh...ugh!

Snake's POV (with blur effect). Metal Gear has collapsed against the west wall. Black smoke rises from the cockpit, while steel beams and other fallen debris lies scattered about the ground.

A vague image of Liquid leaping from Metal Gear's cockpit onto the ground.

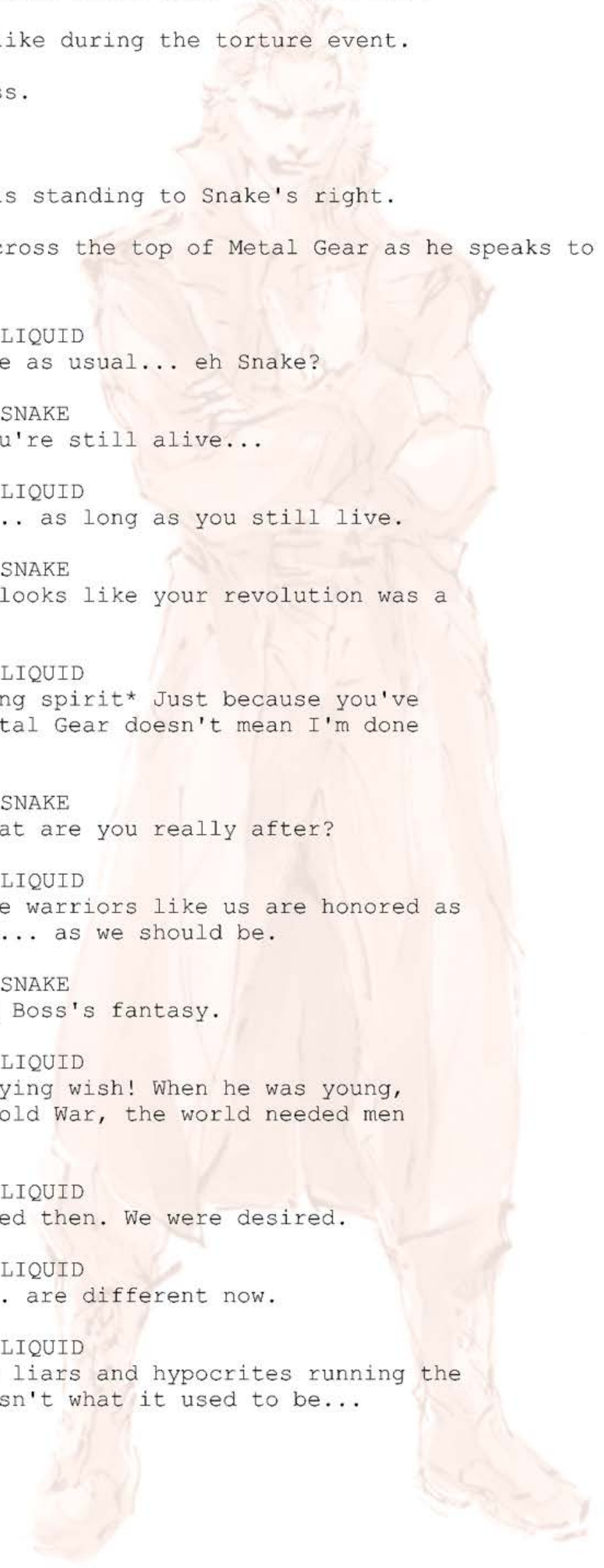
He walks toward Snake.

Snake loses consciousness.

Fade out.

All Questions Answered 1

Snake Wakes Up Cutscene (Atop Metal Gear - Snake's POV)



Mandatory POV mode, just like during the torture event.

Snake regains consciousness.

Fade in.

Liquid, still shirtless, is standing to Snake's right.

He walks back and forth across the top of Metal Gear as he speaks to Snake.

LIQUID
Sleeping late as usual... eh Snake?

SNAKE
Liquid... you're still alive...

LIQUID
I won't die... as long as you still live.

SNAKE
Too bad. It looks like your revolution was a failure.

LIQUID
with fihgting spirit Just because you've destroyed Metal Gear doesn't mean I'm done fighting.

SNAKE
Fighting? What are you really after?

LIQUID
A world where warriors like us are honored as we once were... as we should be.

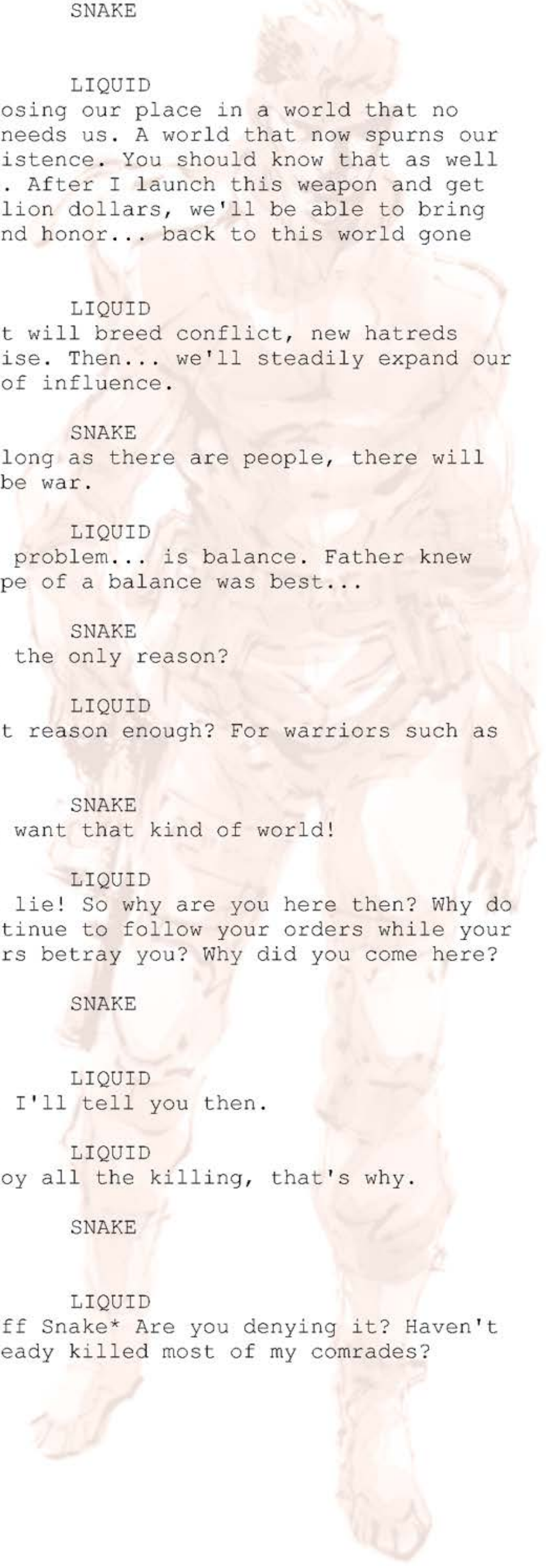
SNAKE
That was Big Boss's fantasy.

LIQUID
It was his dying wish! When he was young, during the Cold War, the world needed men like us.

LIQUID
We were valued then. We were desired.

LIQUID
But things... are different now.

LIQUID
With all the liars and hypocrites running the world, war isn't what it used to be...



SNAKE

...

LIQUID

We're losing our place in a world that no longer needs us. A world that now spurns our very existence. You should know that as well as I do. After I launch this weapon and get our billion dollars, we'll be able to bring chaos and honor... back to this world gone soft.

LIQUID

Conflict will breed conflict, new hatreds will arise. Then... we'll steadily expand our sphere of influence.

SNAKE

But as long as there are people, there will always be war.

LIQUID

But the problem... is balance. Father knew what type of a balance was best...

SNAKE

Is that the only reason?

LIQUID

Isn't it reason enough? For warriors such as us.

SNAKE

I don't want that kind of world!

LIQUID

Ha! You lie! So why are you here then? Why do you continue to follow your orders while your superiors betray you? Why did you come here?

SNAKE

...

LIQUID

Well... I'll tell you then.

LIQUID

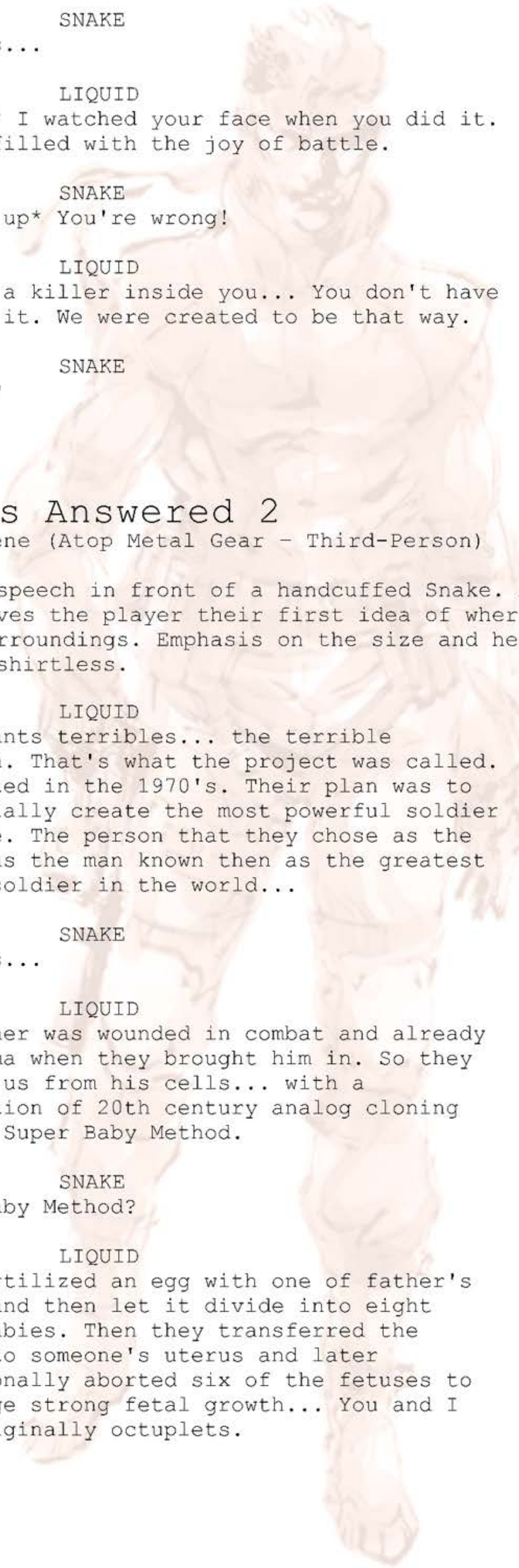
You enjoy all the killing, that's why.

SNAKE

What!?

LIQUID

cuts off Snake Are you denying it? Haven't you already killed most of my comrades?



SNAKE

That was...

LIQUID

laughs I watched your face when you did it. It was filled with the joy of battle.

SNAKE

worked up You're wrong!

LIQUID

There's a killer inside you... You don't have to deny it. We were created to be that way.

SNAKE

Created?

All Questions Answered 2

Snake Wakes Up Cutscene (Atop Metal Gear - Third-Person)

Liquid continues his speech in front of a handcuffed Snake. A wide, overhead shot here gives the player their first idea of where Snake is in relation to his surroundings. Emphasis on the size and height of Metal Gear. Snake is shirtless.

LIQUID

Les enfants terribles... the terrible children. That's what the project was called. It started in the 1970's. Their plan was to artificially create the most powerful soldier possible. The person that they chose as the model was the man known then as the greatest living soldier in the world...

SNAKE

Big Boss...

LIQUID

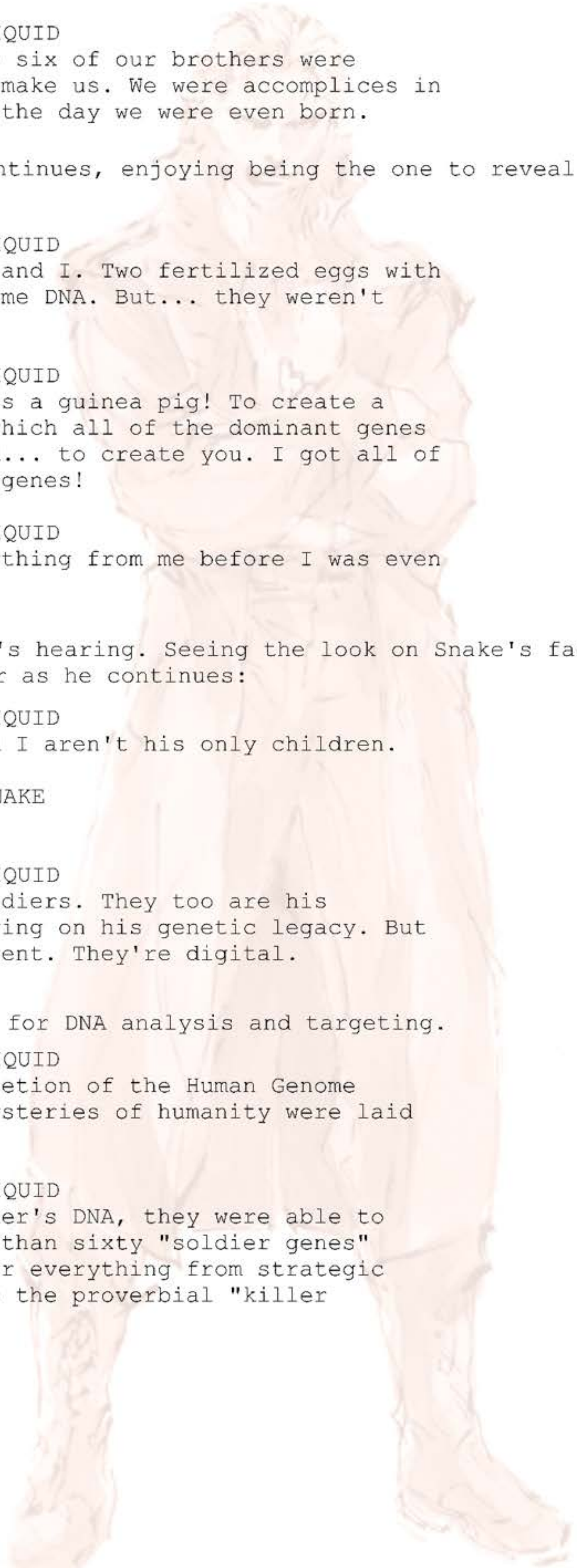
But father was wounded in combat and already in a coma when they brought him in. So they created us from his cells... with a combination of 20th century analog cloning and the Super Baby Method.

SNAKE

Super Baby Method?

LIQUID

They fertilized an egg with one of father's cells, and then let it divide into eight clone babies. Then they transferred the clones to someone's uterus and later intentionally aborted six of the fetuses to encourage strong fetal growth... You and I were originally octuplets.



SNAKE
Octuplets...

LIQUID
Yes. The other six of our brothers were sacrificed to make us. We were accomplices in murder before the day we were even born.

Snake is shocked. Liquid continues, enjoying being the one to reveal all this to him.

LIQUID
So it was you and I. Two fertilized eggs with exactly the same DNA. But... they weren't finished yet.

LIQUID
They used me as a guinea pig! To create a phenotype in which all of the dominant genes were expressed... to create you. I got all of the recessive genes!

LIQUID
You took everything from me before I was even born!

Snake can't believe what he's hearing. Seeing the look on Snake's face, Liquid grins from ear to ear as he continues:

LIQUID
But... you and I aren't his only children.

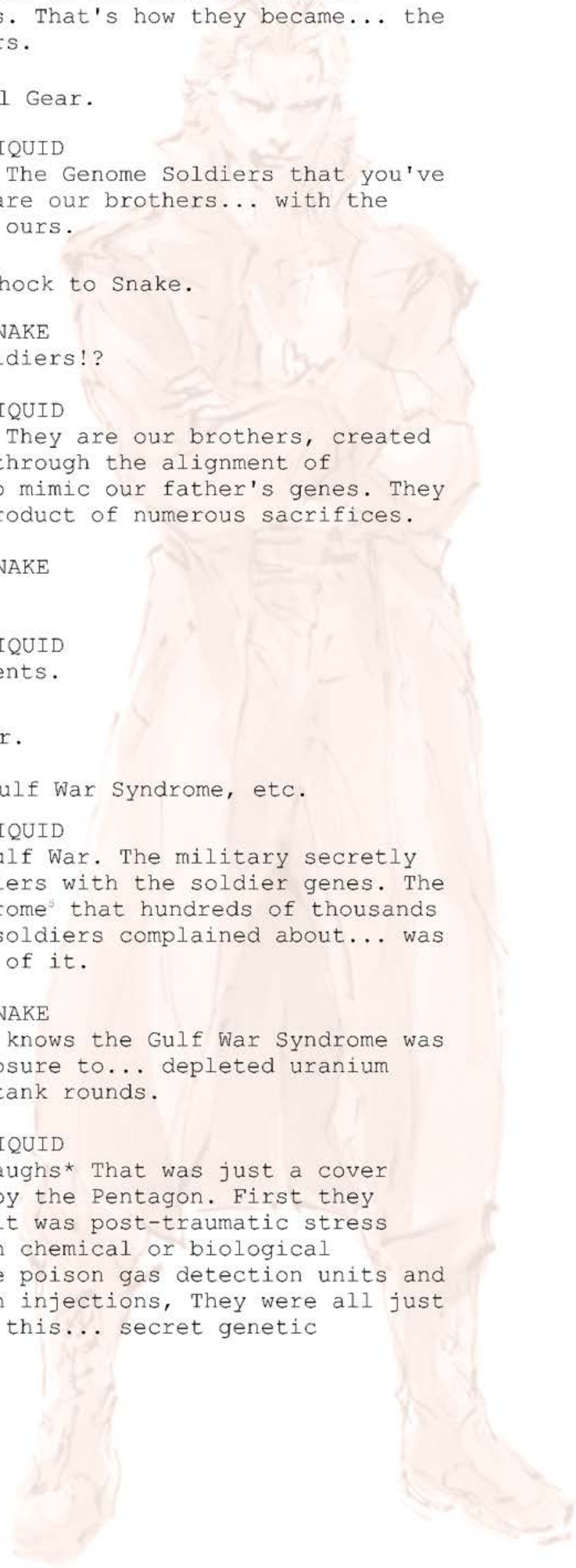
SNAKE
What?

LIQUID
The Genome Soldiers. They too are his progeny, carrying on his genetic legacy. But they're different. They're digital.

Shot of testing environment for DNA analysis and targeting.

LIQUID
With the completion of the Human Genome project the mysteries of humanity were laid bare...

LIQUID
Thanks to father's DNA, they were able to identify more than sixty "soldier genes" responsible for everything from strategic thinking... to the proverbial "killer instinct."



LIQUID

Those "soldier genes" were transplanted... into the members of the Next Generation Special Forces. That's how they became... the Genome Soldiers.

Third-person view atop Metal Gear.

LIQUID

That's right. The Genome Soldiers that you've been killing are our brothers... with the same genes as ours.

This comes as yet another shock to Snake.

SNAKE

The Genome Soldiers!?

LIQUID

That's right. They are our brothers, created artificially through the alignment of nucleotides to mimic our father's genes. They too are the product of numerous sacrifices.

SNAKE

Sacrifices?

LIQUID

Human experiments.

News footage of the Gulf War.

Insert visuals related to Gulf War Syndrome, etc.

LIQUID

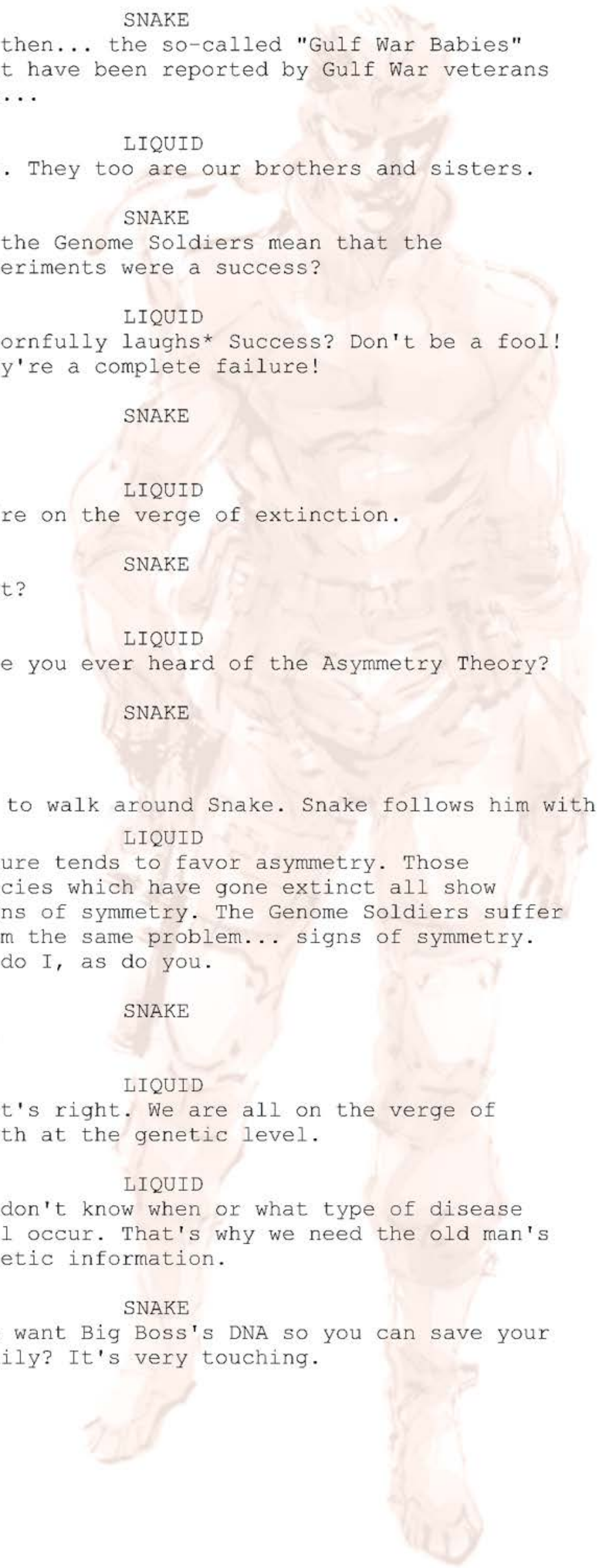
1991... the Gulf War. The military secretly injected soldiers with the soldier genes. The Gulf War Syndrome[3] that hundreds of thousands of returning soldiers complained about... was a side effect of it.

SNAKE

Hah. Everyone knows the Gulf War Syndrome was caused by exposure to... depleted uranium used in anti-tank rounds.

LIQUID

scornfully laughs That was just a cover story issued by the Pentagon. First they tried to say it was post-traumatic stress disorder, then chemical or biological weapons... The poison gas detection units and the anti-sarin injections, They were all just a cover up of this... secret genetic experiment.



SNAKE

So then... the so-called "Gulf War Babies" that have been reported by Gulf War veterans are...

LIQUID

Yes. They too are our brothers and sisters.

SNAKE

So the Genome Soldiers mean that the experiments were a success?

LIQUID

scornfully laughs Success? Don't be a fool! They're a complete failure!

SNAKE

?

LIQUID

We're on the verge of extinction.

SNAKE

What?

LIQUID

Have you ever heard of the Asymmetry Theory?

SNAKE

?

Liquid continues to walk around Snake. Snake follows him with his eyes.

LIQUID

Nature tends to favor asymmetry. Those species which have gone extinct all show signs of symmetry. The Genome Soldiers suffer from the same problem... signs of symmetry. So do I, as do you.

SNAKE

!!!

LIQUID

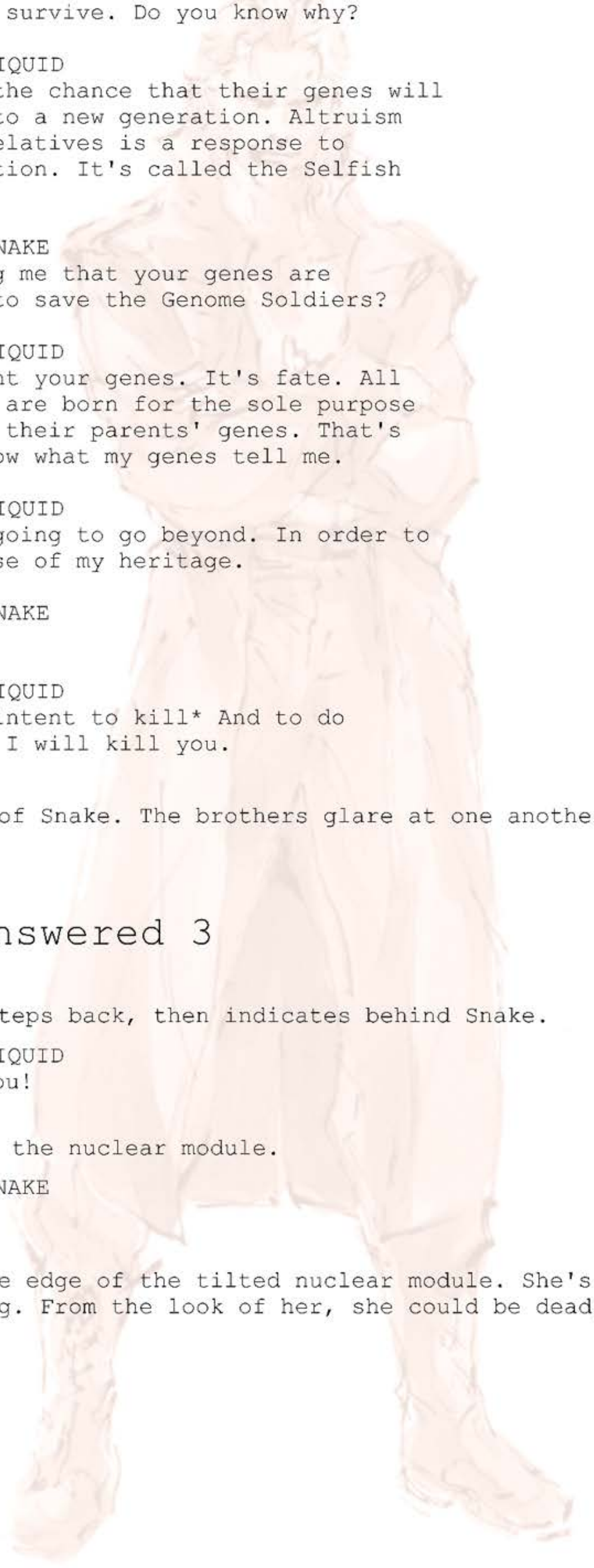
That's right. We are all on the verge of death at the genetic level.

LIQUID

We don't know when or what type of disease will occur. That's why we need the old man's genetic information.

SNAKE

You want Big Boss's DNA so you can save your family? It's very touching.



LIQUID
scornfully laughs In Nature, family members don't mate with each other. And yet they help each other to survive. Do you know why?

LIQUID
It increases the chance that their genes will be passed on to a new generation. Altruism among blood relatives is a response to natural selection. It's called the Selfish Gene Theory.

SNAKE
You're telling me that your genes are ordering you to save the Genome Soldiers?

LIQUID
You can't fight your genes. It's fate. All living things are born for the sole purpose of passing on their parents' genes. That's why I'll follow what my genes tell me.

LIQUID
And then I'm going to go beyond. In order to break the curse of my heritage.

SNAKE
...

LIQUID
with a calm intent to kill And to do that... first I will kill you.

Liquid bends down in front of Snake. The brothers glare at one another.

All Questions Answered 3

Meryl Revealed Cutscene

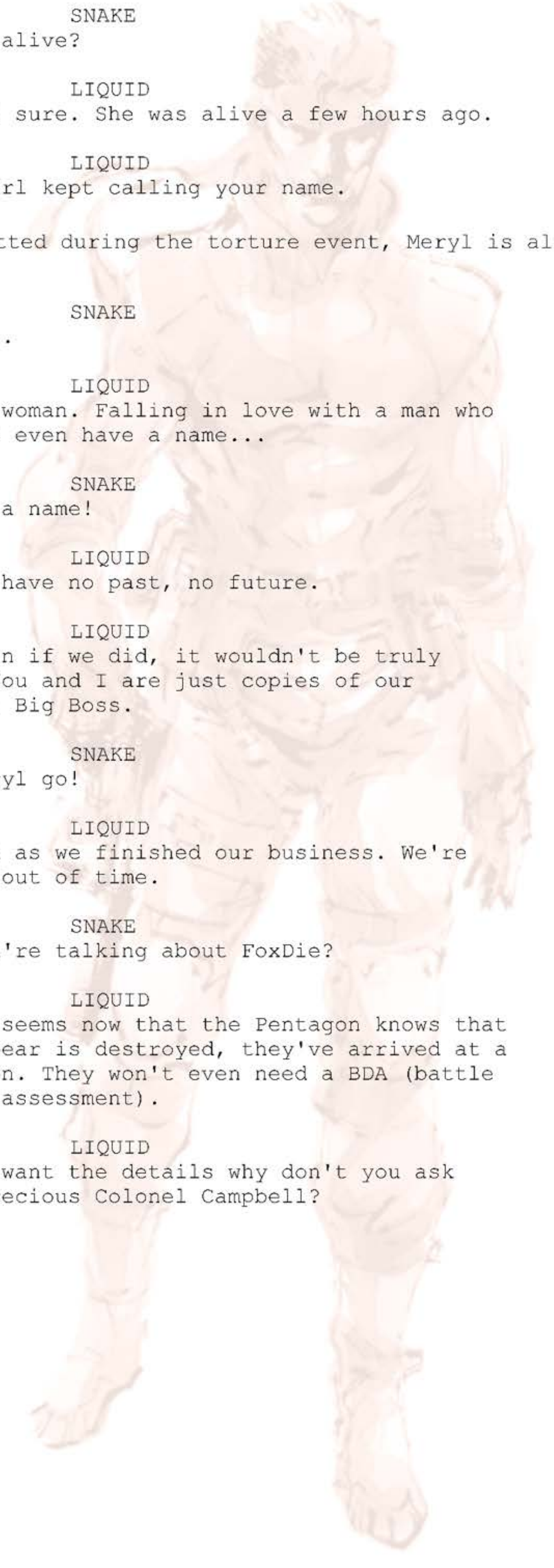
Liquid takes two or three steps back, then indicates behind Snake.

LIQUID
Look behind you!

Snake turns his head toward the nuclear module.

SNAKE
Meryl!?

Meryl is slumped over at the edge of the tilted nuclear module. She's been bound, and isn't moving. From the look of her, she could be dead, she could be alive.



SNAKE
Is she alive?

LIQUID
I'm not sure. She was alive a few hours ago.

LIQUID
Poor girl kept calling your name.

(If the player submitted during the torture event, Meryl is already dead.)

SNAKE
Meryl...

LIQUID
Stupid woman. Falling in love with a man who doesn't even have a name...

SNAKE
I have a name!

LIQUID
No! We have no past, no future.

LIQUID
And even if we did, it wouldn't be truly ours. You and I are just copies of our father, Big Boss.

SNAKE
Let Meryl go!

LIQUID
As soon as we finished our business. We're almost out of time.

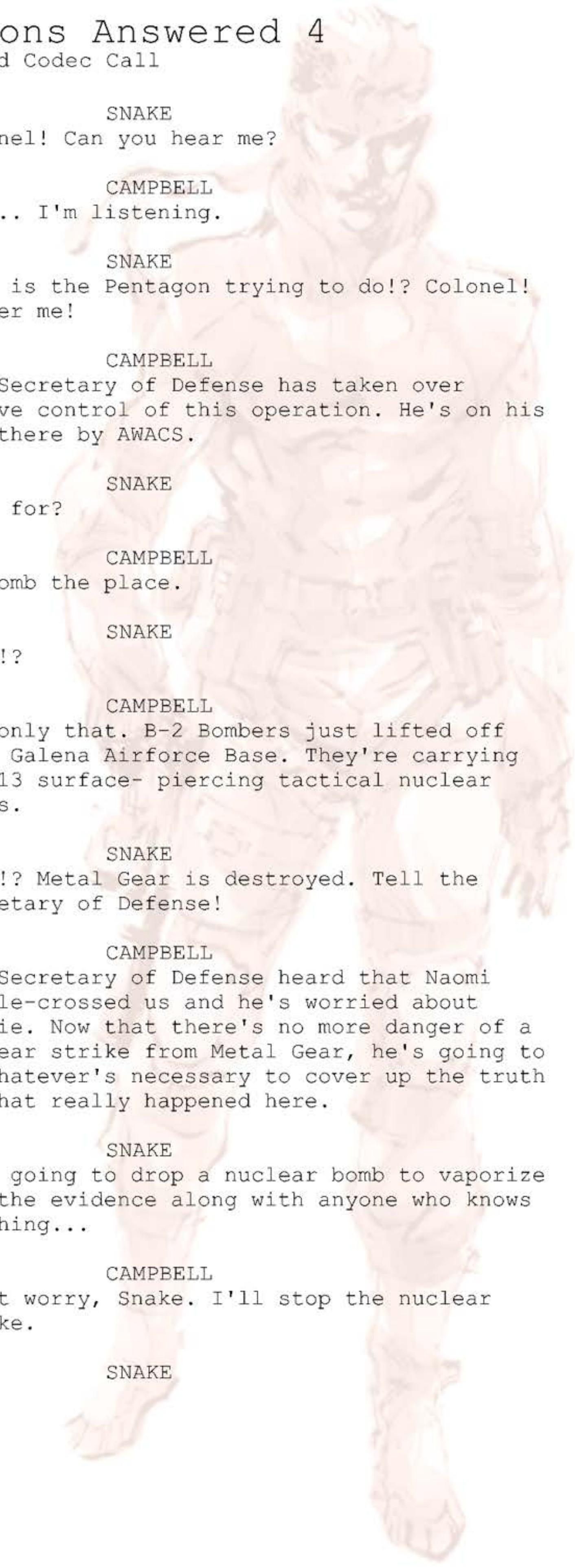
SNAKE
... You're talking about FoxDie?

LIQUID
No. It seems now that the Pentagon knows that Metal Gear is destroyed, they've arrived at a decision. They won't even need a BDA (battle damage assessment).

LIQUID
If you want the details why don't you ask your precious Colonel Campbell?

All Questions Answered 4

Campbell Dismissed Codec Call



SNAKE

Colonel! Can you hear me?

CAMPBELL

Yes... I'm listening.

SNAKE

What is the Pentagon trying to do!? Colonel! Answer me!

CAMPBELL

The Secretary of Defense has taken over active control of this operation. He's on his way there by AWACS.

SNAKE

What for?

CAMPBELL

To bomb the place.

SNAKE

What!?

CAMPBELL

Not only that. B-2 Bombers just lifted off from Galena Airforce Base. They're carrying B61-13 surface- piercing tactical nuclear bombs.

SNAKE

What!? Metal Gear is destroyed. Tell the Secretary of Defense!

CAMPBELL

The Secretary of Defense heard that Naomi double-crossed us and he's worried about FoxDie. Now that there's no more danger of a nuclear strike from Metal Gear, he's going to do whatever's necessary to cover up the truth of what really happened here.

SNAKE

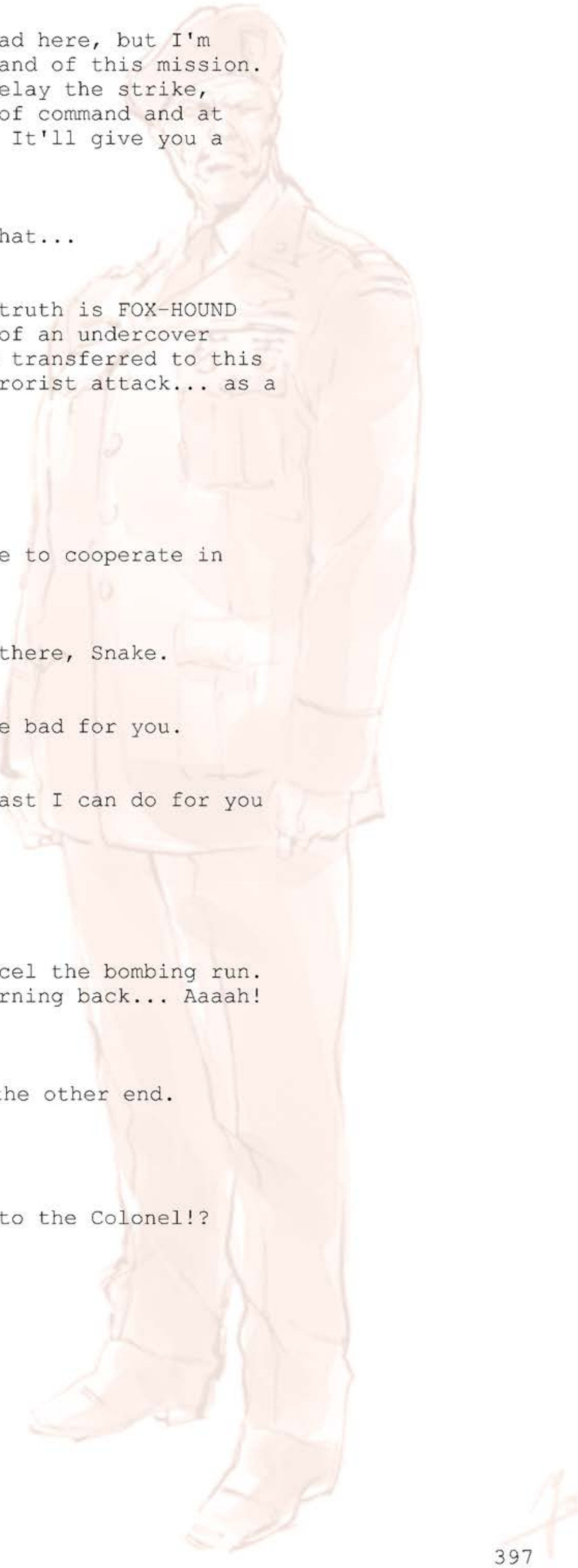
He's going to drop a nuclear bomb to vaporize all the evidence along with anyone who knows anything...

CAMPBELL

Don't worry, Snake. I'll stop the nuclear strike.

SNAKE

How?



CAMPBELL
I may only be a figurehead here, but I'm still officially in command of this mission. If I issue an order to delay the strike, it'll confuse the chain of command and at least buy you some time. It'll give you a chance to escape!

SNAKE
But Colonel, if you do that...

CAMPBELL
It's okay, Snake... The truth is FOX-HOUND was already the subject of an undercover investigation. Meryl was transferred to this base just before the terrorist attack... as a way of manipulating me.

SNAKE
Those bastards...

CAMPBELL
I'm sorry. They forced me to cooperate in exchange for her life.

CAMPBELL
You'd better get out of there, Snake.

SNAKE
Are you sure...? It'll be bad for you.

CAMPBELL
Don't worry. It's the least I can do for you after all the lies.

SNAKE
Colonel...

CAMPBELL
I'm ordering them to cancel the bombing run. After that there's no turning back... Aaaah! What are you doing!?

Sounds of gunfire and a commotion on the other end.

MEI LING
Snake!

SNAKE
Mei Ling, what happened to the Colonel!?

MEI LING
... I don't believe it!!

SNAKE
What happened!?

MEI LING
Snake, the Colonel...!!

There's a burst of static. The Secretary of Defense then comes on the line!

SECRETARY OF DEFENSE
Roy Campbell has been relieved of duty.

SECRETARY OF DEFENSE
This is the Secretary of Defense, Jim Houseman.

SNAKE
Put the Colonel back on!

SECRETARY OF DEFENSE
He's been placed under arrest for leaking top-secret information and for the crime of high treason.

SNAKE
Ridiculous!

SECRETARY OF DEFENSE
Yes, he's a ridiculous man. He truly believed that he was in command of this operation.

SNAKE
You bastard...!

SECRETARY OF DEFENSE
There won't be a speck of evidence left. I'm sure the President would want the same thing.

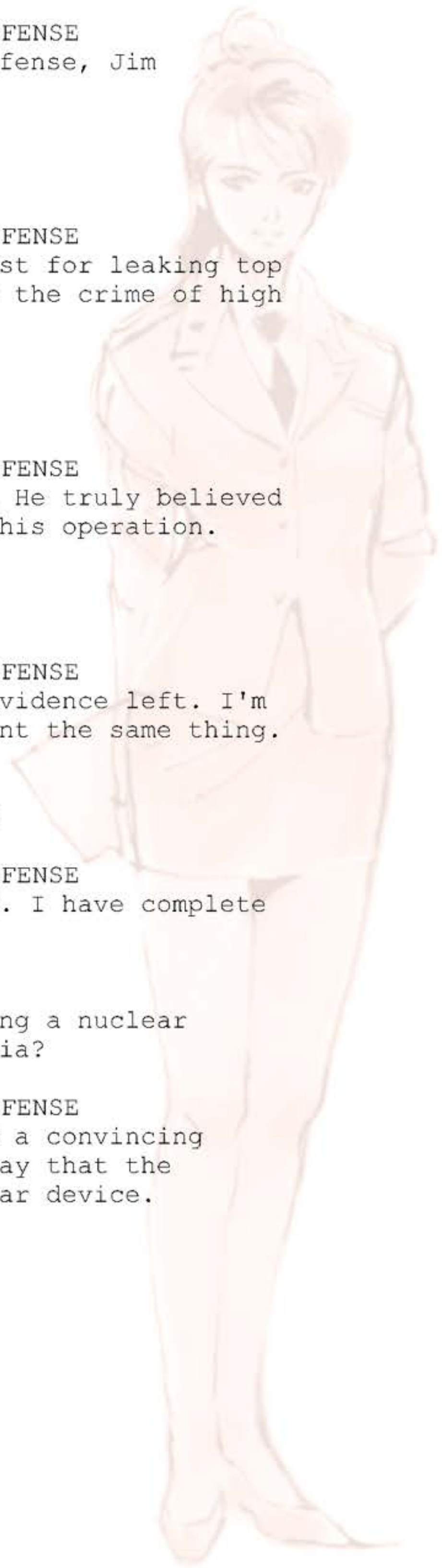
SNAKE
The President ordered this?

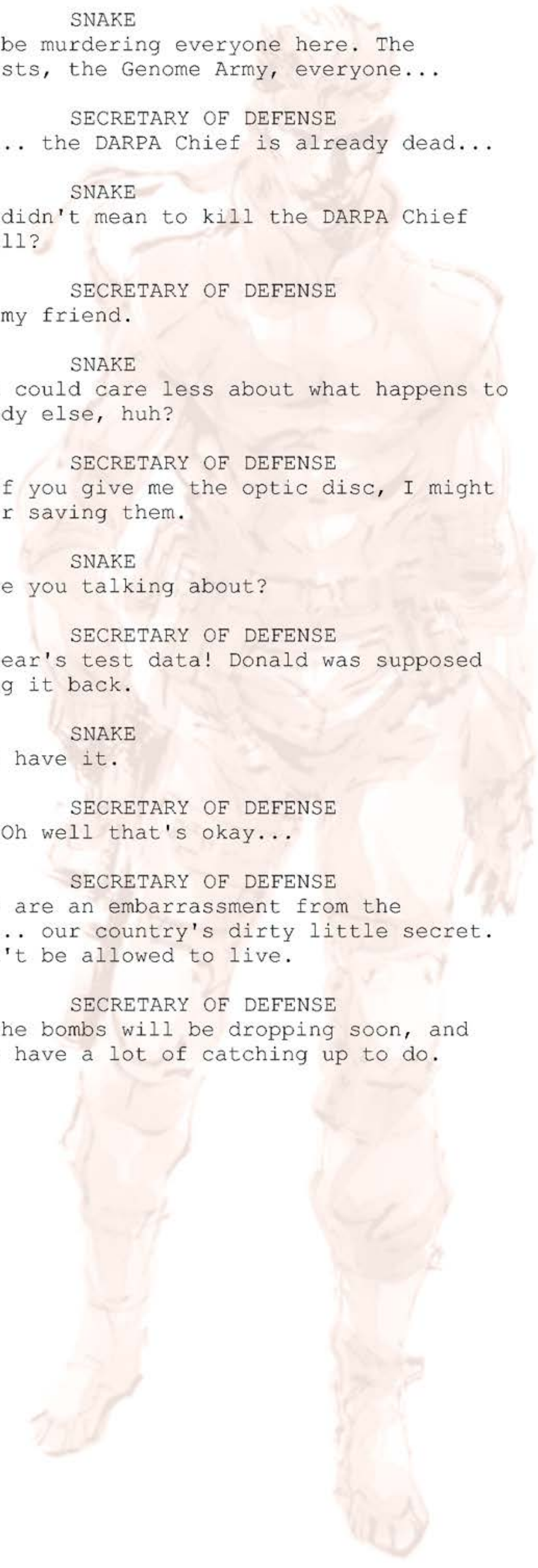
SECRETARY OF DEFENSE
The President is a busy man. I have complete authority here.

SNAKE
How do you plan on explaining a nuclear attack on Alaska to the media?

SECRETARY OF DEFENSE
Don't worry. We've prepared a convincing cover story. We'll simply say that the terrorists exploded a nuclear device.

SNAKE
... Smart.





SNAKE
You'll be murdering everyone here. The scientists, the Genome Army, everyone...

SECRETARY OF DEFENSE
Donald... the DARPA Chief is already dead...

SNAKE
So you didn't mean to kill the DARPA Chief after all?

SECRETARY OF DEFENSE
He was my friend.

SNAKE
And you could care less about what happens to everybody else, huh?

SECRETARY OF DEFENSE
Well, if you give me the optic disc, I might consider saving them.

SNAKE
What are you talking about?

SECRETARY OF DEFENSE
Metal Gear's test data! Donald was supposed to bring it back.

SNAKE
I don't have it.

SECRETARY OF DEFENSE
I see. Oh well that's okay...

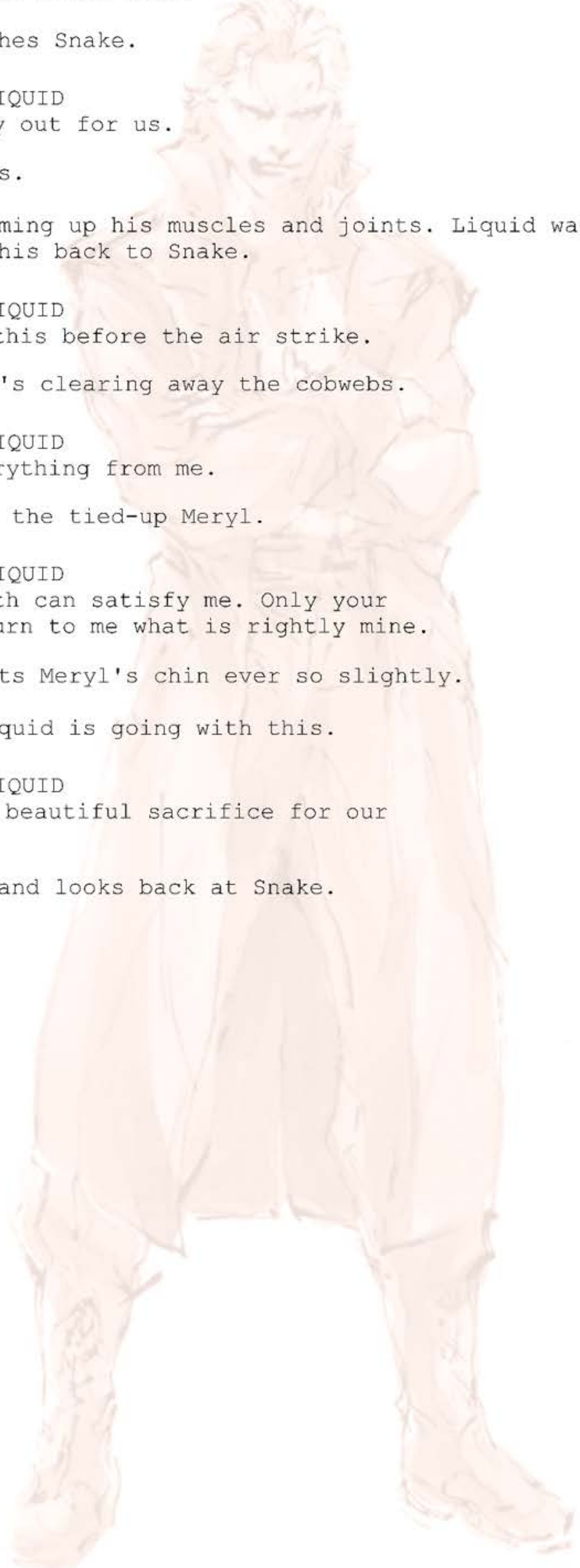
SECRETARY OF DEFENSE
You two are an embarrassment from the 1970's... our country's dirty little secret. You can't be allowed to live.

SECRETARY OF DEFENSE
Well, the bombs will be dropping soon, and you two have a lot of catching up to do.

The call ends.

All Questions Answered 5

Pre-VS Liquid Cutscene (Atop Metal Gear)



Liquid laughs as he approaches Snake.

LIQUID
There's no way out for us.

He unlocks Snake's handcuffs.

Snake moves his wrists, warming up his muscles and joints. Liquid walks toward the nuclear module, his back to Snake.

LIQUID
Let's finish this before the air strike.

Snake rises slowly, like he's clearing away the cobwebs.

LIQUID
You stole everything from me.

Liquid moves briskly toward the tied-up Meryl.

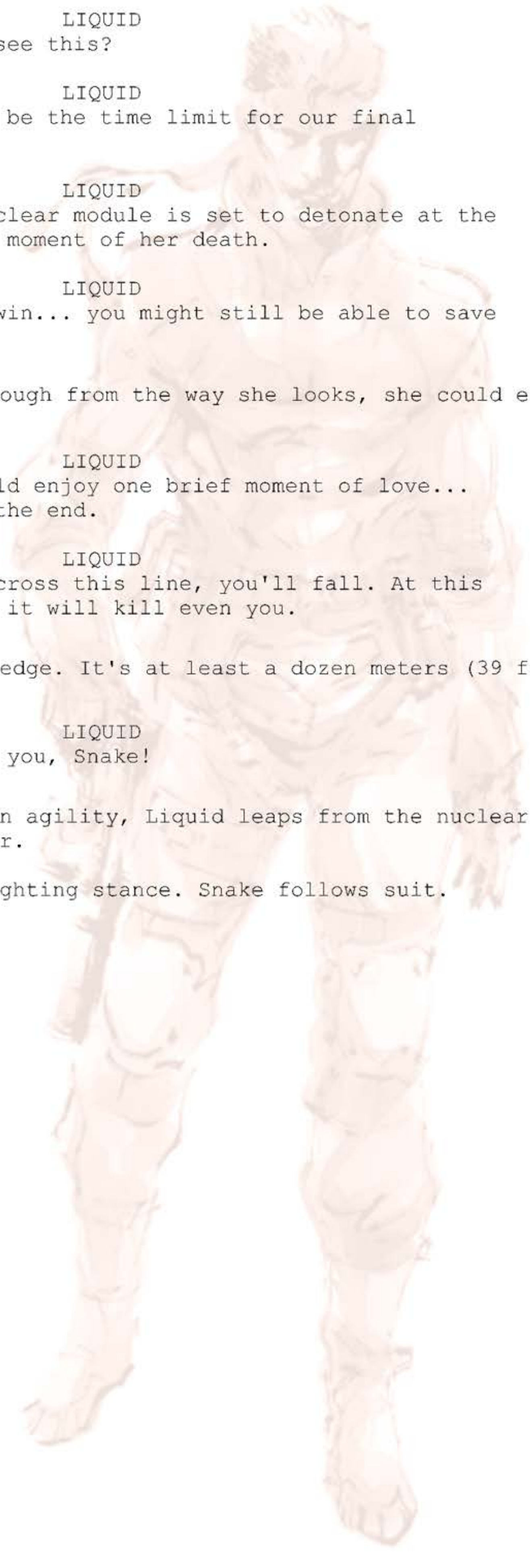
LIQUID
Only your death can satisfy me. Only your death can return to me what is rightly mine.

With his right hand, he lifts Meryl's chin ever so slightly.

Snake doesn't know where Liquid is going with this.

LIQUID
She'll make a beautiful sacrifice for our final battle.

Liquid lowers Meryl's chin and looks back at Snake.



LIQUID
Do you see this?

LIQUID
It will be the time limit for our final battle.

LIQUID
This nuclear module is set to detonate at the precise moment of her death.

LIQUID
If you win... you might still be able to save her.

Meryl is out cold, though from the way she looks, she could easily be dead.

LIQUID
You could enjoy one brief moment of love... before the end.

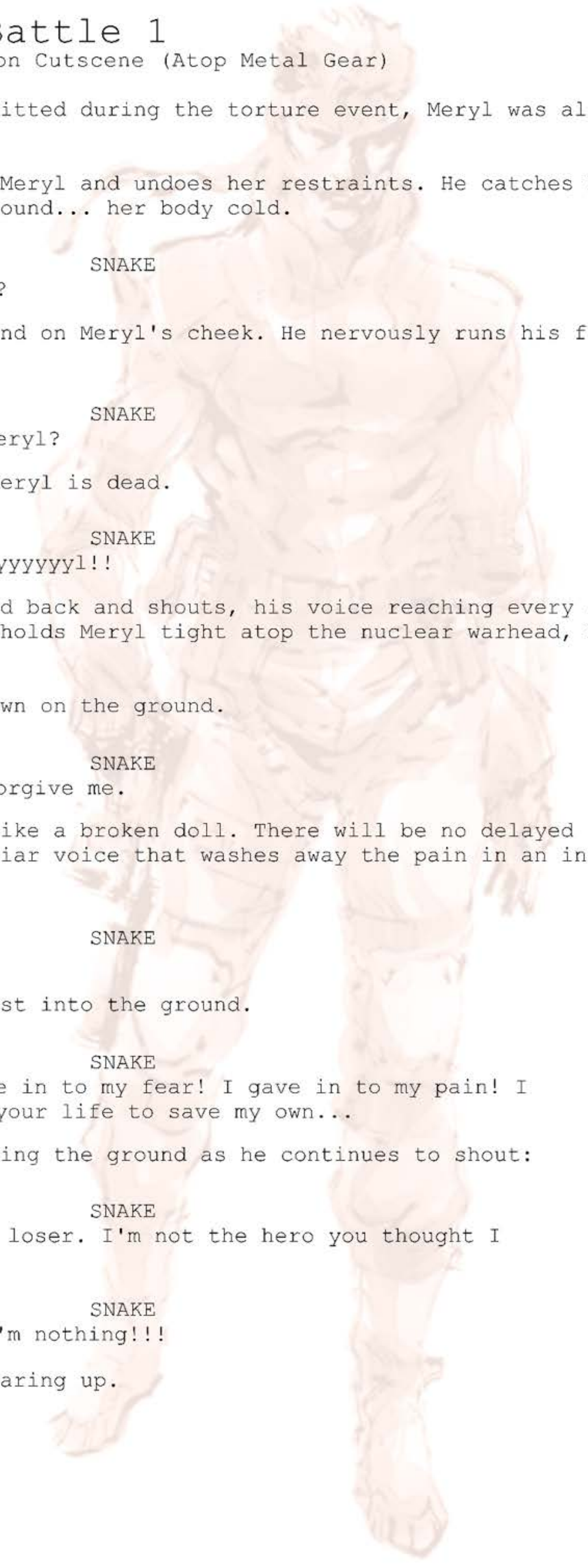
LIQUID
If you cross this line, you'll fall. At this height, it will kill even you.

Snake looks over the edge. It's at least a dozen meters (39 feet) to the metal floor below.

LIQUID
Have at you, Snake!

With almost superhuman agility, Liquid leaps from the nuclear module to the head of Metal Gear.

Liquid gets into a fighting stance. Snake follows suit.



The Final Battle 1

Meryl (Dead) Reunion Cutscene (Atop Metal Gear)

*If the player submitted during the torture event, Meryl was already dead

Snake runs over to Meryl and undoes her restraints. He catches her as she falls to the ground... her body cold.

SNAKE

Meryl?

Snake places his hand on Meryl's cheek. He nervously runs his fingers down to her neck.

SNAKE

... Meryl?

She has no pulse. Meryl is dead.

SNAKE

Meryyyyyyyyl!!

Snake tilts his head back and shouts, his voice reaching every corner of the empty area. He holds Meryl tight atop the nuclear warhead, his body shaking.

Snake lays Meryl down on the ground.

SNAKE

... Forgive me.

Her body crumples like a broken doll. There will be no delayed awakening, no familiar voice that washes away the pain in an instant —Meryl is gone.

SNAKE

Damn!

Snake pounds his fist into the ground.

SNAKE

I gave in to my fear! I gave in to my pain! I sold your life to save my own...

Snake keeps on hitting the ground as he continues to shout:

SNAKE

I'm a loser. I'm not the hero you thought I was!

SNAKE

... I'm nothing!!!

Snake is already tearing up.

SNAKE
Meryl, I'm sorry! Forgive me!

Snake holds Meryl tight once more, burying his face in her cold, silent chest.

Suddenly, Otacon's voice echoes throughout the void.

OTACON
Meryl can't forgive anyone anymore.

SNAKE
Otacon?

Otacon deactivates his stealth camouflage, quietly popping into view.

OTACON
She's gone, Snake...

SNAKE
... Because of me...

Neither angry nor consoling, Otacon merely speaks in a peaceful tone, no expression on his face.

OTACON
I guess blaming yourself makes it easier, huh. If you do that, you can keep the pain at a nice, safe distance.

SNAKE
What the hell do you know! Meryl's dead! I lost!

OTACON
So... are you gonna stay here and die? Along with her?

SNAKE
...

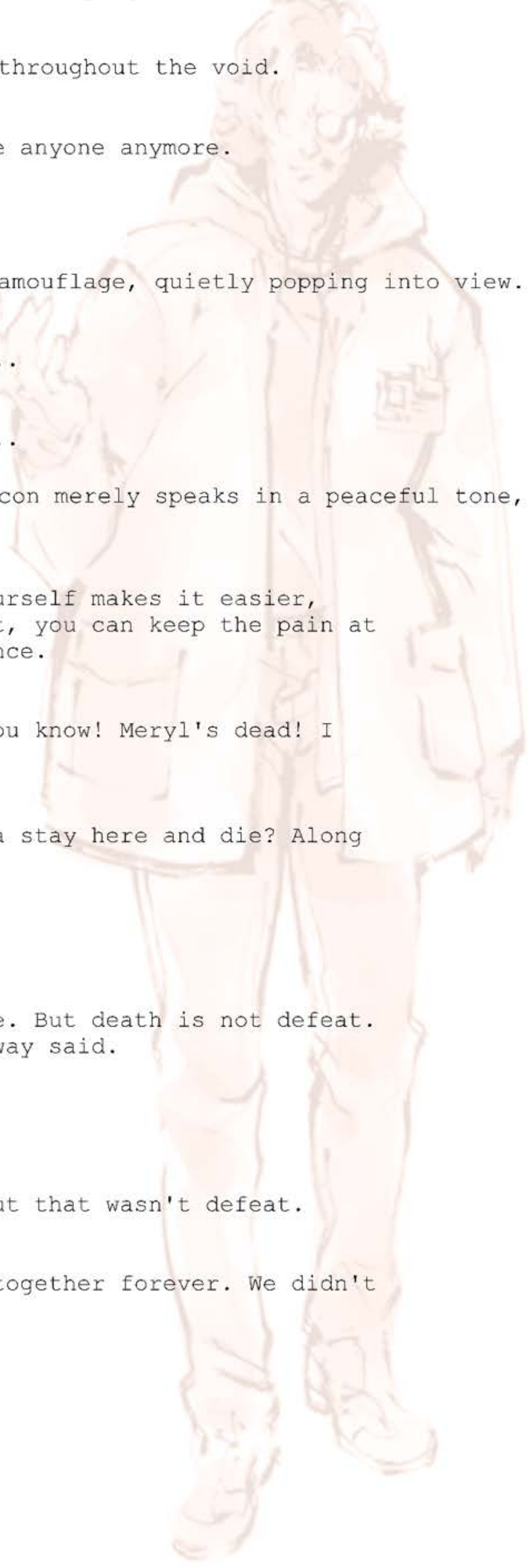
OTACON
Snake... people die. But death is not defeat. That's what Hemingway said.

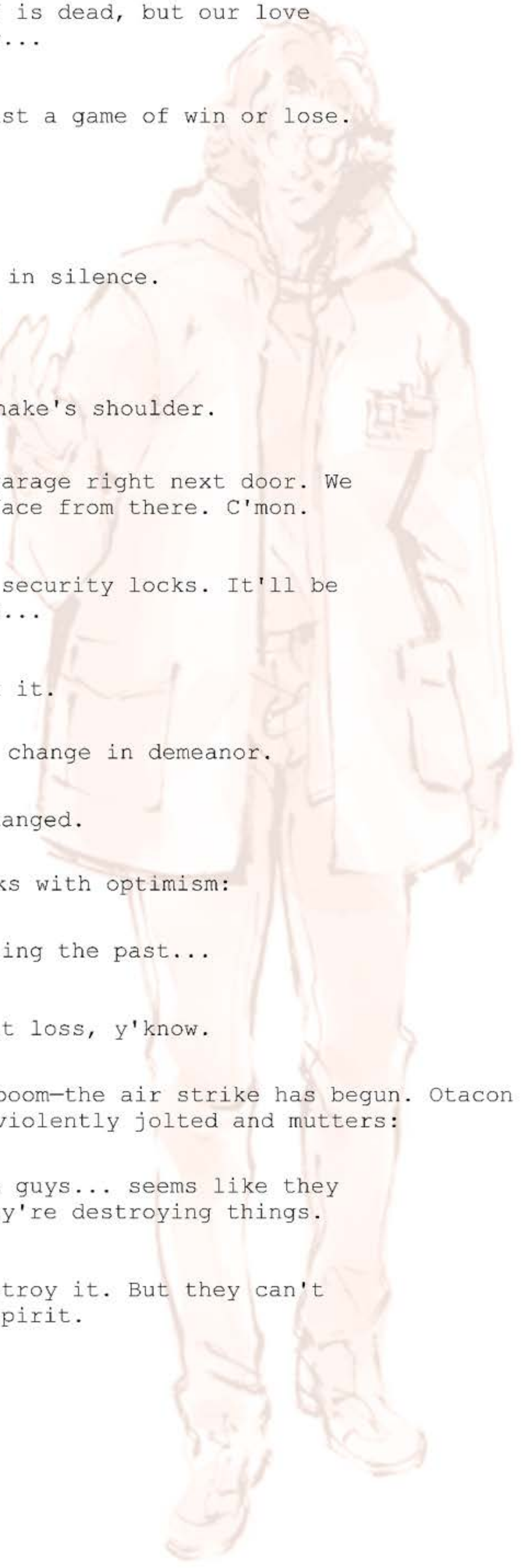
SNAKE
...

OTACON
I lost Wolf too. But that wasn't defeat.

OTACON
She and I will be together forever. We didn't lose anything.

SNAKE
Together forever?





Snake lays Meryl back down.

OTACON
It's true that Wolf is dead, but our love didn't die with her...

OTACON
Life's more than just a game of win or lose. Don't you think?

SNAKE
...

Snake continues to look at Meryl in silence.

OTACON
Let's live, Snake.

Otacon gently places a hand on Snake's shoulder.

OTACON
There's a parking garage right next door. We can get to the surface from there. C'mon.

OTACON
I released all the security locks. It'll be okay. We can escape...

OTACON
You have my word on it.

Snake is taken aback by Otacon's change in demeanor.

SNAKE
Otacon... you've changed.

Otacon raises his hands and speaks with optimism:

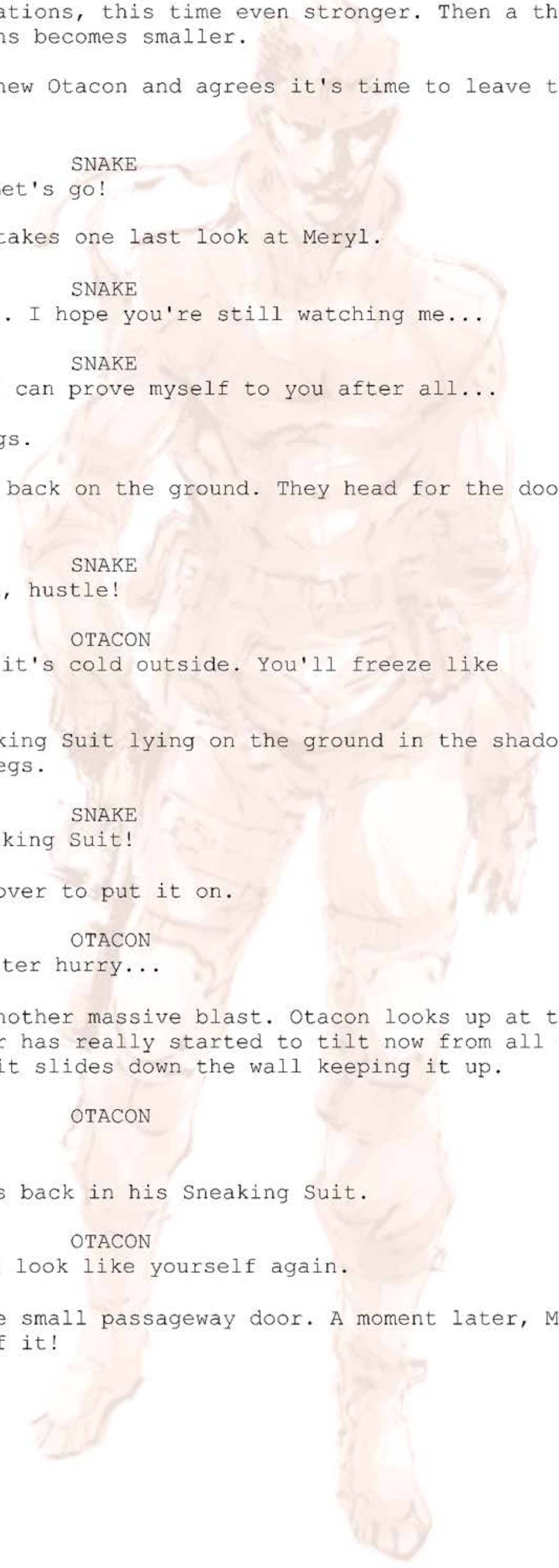
OTACON
I'm through regretting the past...

OTACON
Life isn't all about loss, y'know.

Suddenly, there is a resounding boom—the air strike has begun. Otacon looks up at the ceiling as it's violently jolted and mutters:

OTACON
It's started. Those guys... seems like they only hurry when they're destroying things.

OTACON
Good... Let 'em destroy it. But they can't destroy the human spirit.



A second set of vibrations, this time even stronger. Then a third. The gap between explosions becomes smaller.

Snake looks at this new Otacon and agrees it's time to leave the past behind.

SNAKE
Okay. Let's go!

Snake stands up and takes one last look at Meryl.

SNAKE
Meryl... I hope you're still watching me...

SNAKE
Maybe I can prove myself to you after all...

In front of Rex's legs.

Snake and Otacon are back on the ground. They head for the door by Rex's feet.

SNAKE
Come on, hustle!

OTACON
Snake, it's cold outside. You'll freeze like that.

Snake spots his Sneaking Suit lying on the ground in the shadow of one of Rex's humongous legs.

SNAKE
My Sneaking Suit!

Snake steps behind cover to put it on.

OTACON
You better hurry...

The base is hit by another massive blast. Otacon looks up at the ceiling nervously. Metal Gear has really started to tilt now from all the shaking. Bit by bit it slides down the wall keeping it up.

OTACON
Hurry!

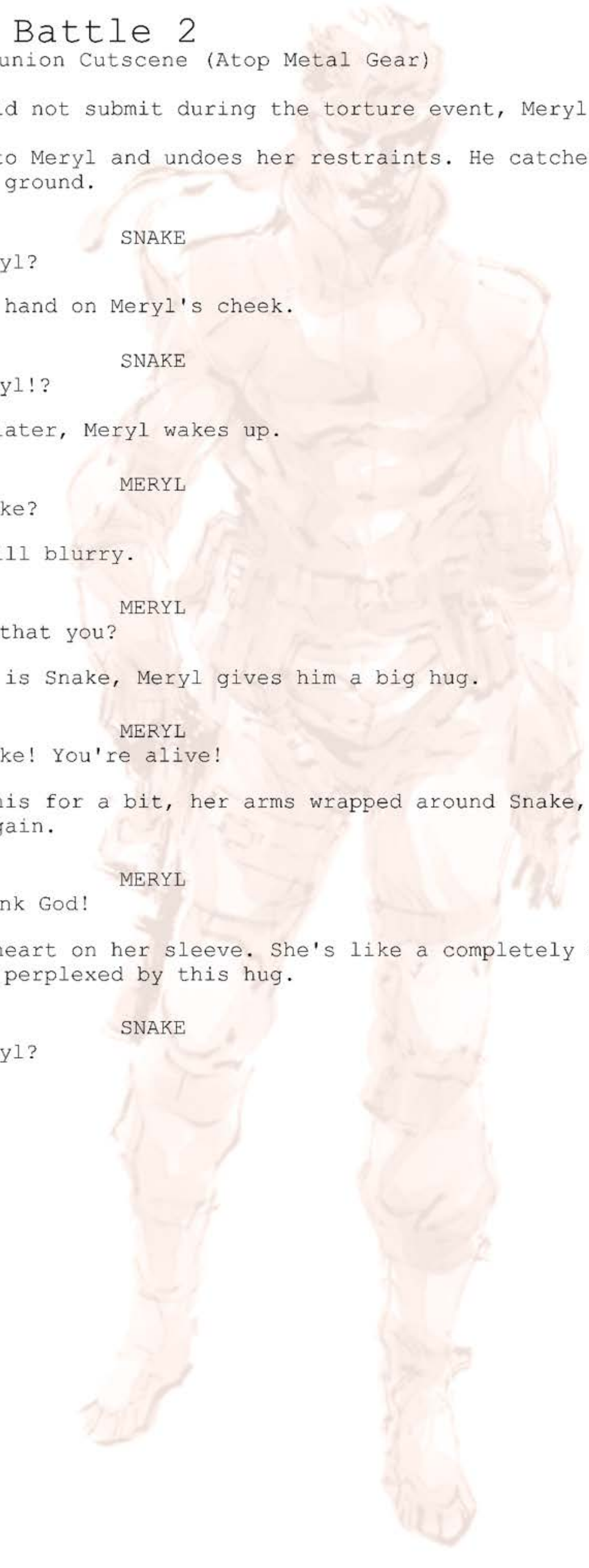
Snake reappears. He's back in his Sneaking Suit.

OTACON
Now you look like yourself again.

They move through the small passageway door. A moment later, Metal Gear collapses in front of it!

The Final Battle 2

Meryl (Alive) Reunion Cutscene (Atop Metal Gear)



*If the player did not submit during the torture event, Meryl is alive

Snake runs over to Meryl and undoes her restraints. He catches her as she falls to the ground.

SNAKE
Meryl?

Snake places his hand on Meryl's cheek.

SNAKE
Meryl!?

A moment or two later, Meryl wakes up.

MERYL
Snake?

Her vision is still blurry.

MERYL
Is that you?

Seeing it really is Snake, Meryl gives him a big hug.

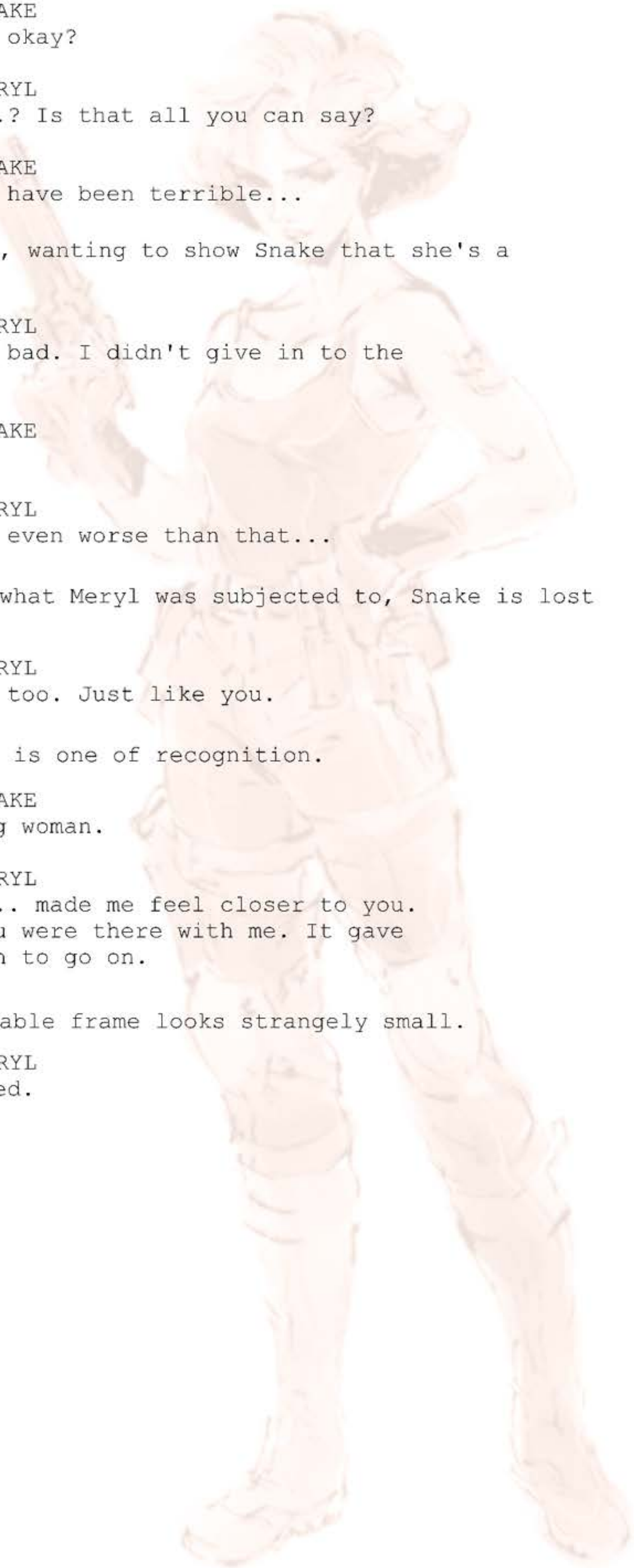
MERYL
Snake! You're alive!

She stays like this for a bit, her arms wrapped around Snake, overjoyed to be with him again.

MERYL
Thank God!

Meryl wears her heart on her sleeve. She's like a completely different person. Snake is perplexed by this hug.

SNAKE
Meryl?



With Snake expressing confusion, Meryl lets go of him.

SNAKE
Meryl, are you okay?

MERYL
Are you okay...? Is that all you can say?

SNAKE
Meryl, it must have been terrible...

Meryl slowly shakes her head, wanting to show Snake that she's a survivor.

MERYL
It wasn't that bad. I didn't give in to the torture.

SNAKE
Torture?

MERYL
... And things even worse than that...

Realizing the full scale of what Meryl was subjected to, Snake is lost for words.

MERYL
I was fighting too. Just like you.

Snake is impressed. His tone is one of recognition.

SNAKE
You're a strong woman.

MERYL
Fighting them... made me feel closer to you. I felt like you were there with me. It gave me the strength to go on.

Meryl's head droops. Her sizable frame looks strangely small.

MERYL
But I was scared.

Snake realizes that Meryl isn't a warrior like himself—she's just a scared girl trying to look tough.

SNAKE
... I'm sorry.

MERYL
Don't say that...

SNAKE
...

MERYL
But it made me realize something. During all the pain and shame there was one thing I was sure of... A single hope that I held onto... And that hope kept me alive...

Meryl lifts her head and stares at Snake. In her teary eyes, all the emotions she's been holding in until now come bursting through.

MERYL
crying a little Snake, I wanted to see you again...

SNAKE
Meryl...

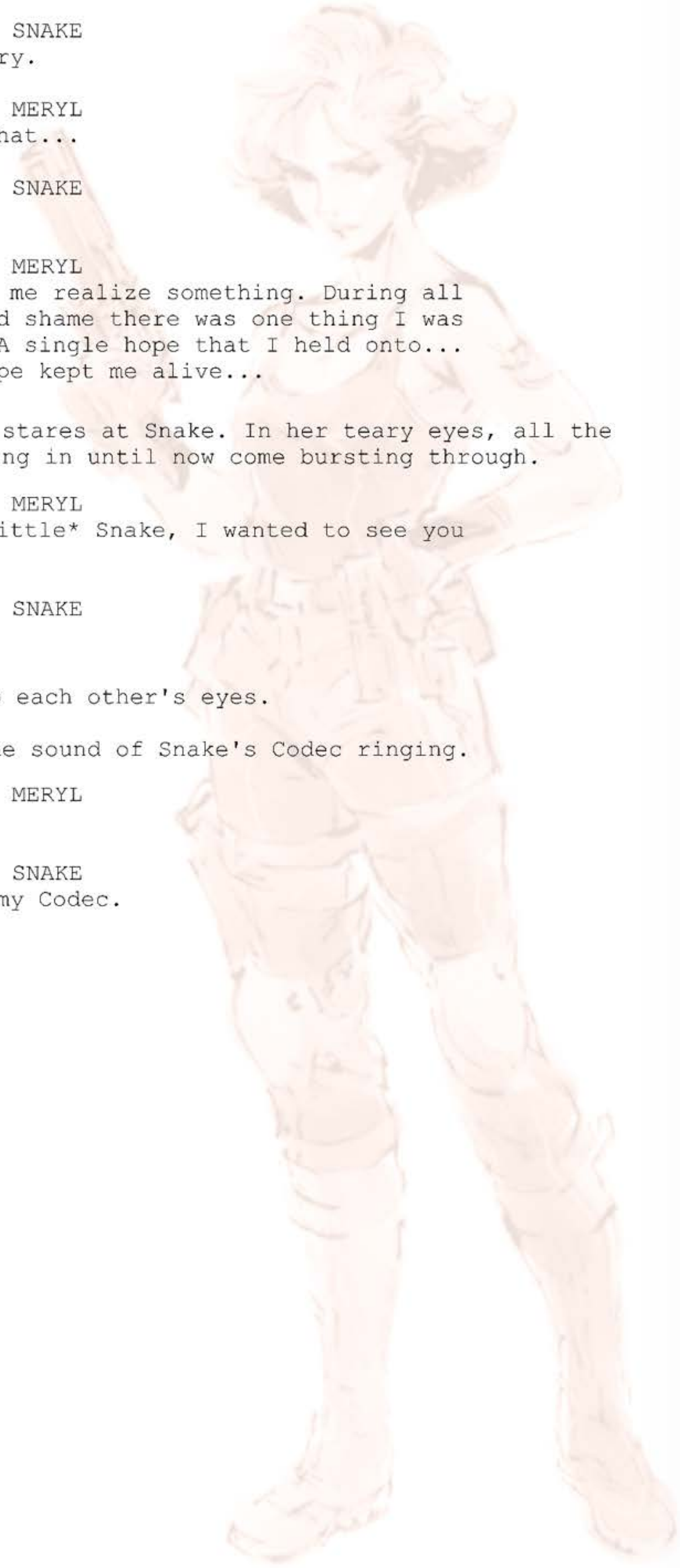
Snake and Meryl look into each other's eyes.

They're interrupted by the sound of Snake's Codec ringing.

MERYL
!!!

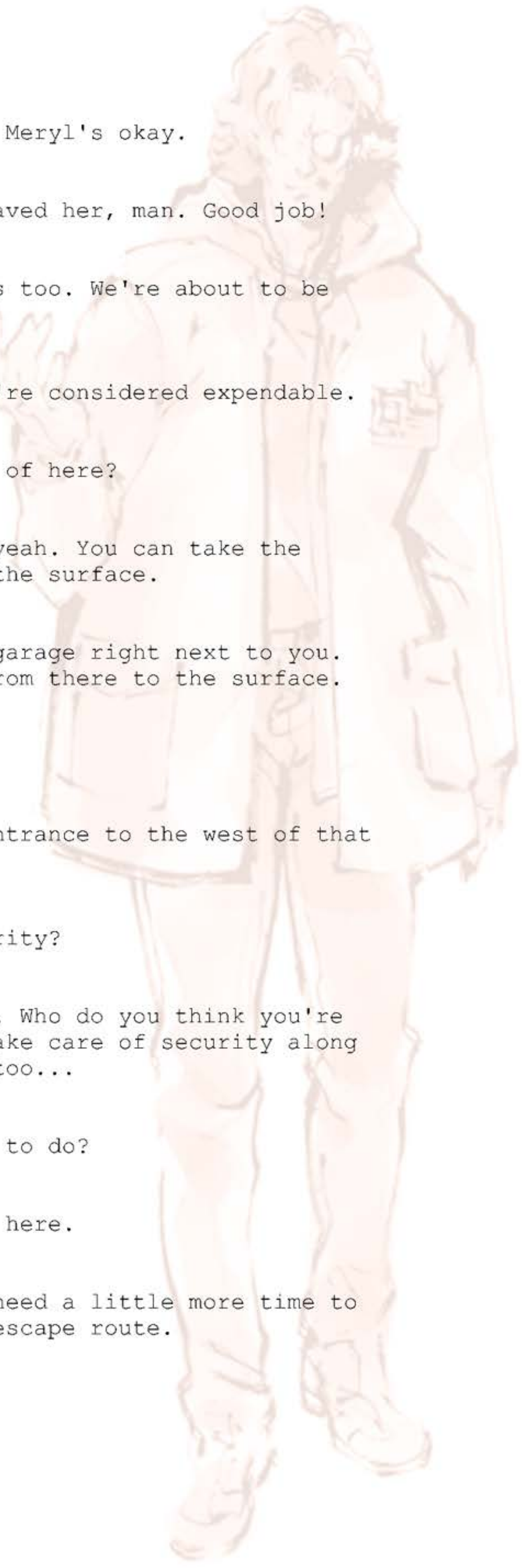
SNAKE
... That's my Codec.

Snake answers it.



The Final Battle 3

Post-Meryl Alive Reunion Codec Call



OTACON
Snake, it's me.

SNAKE
Otacon, good news. Meryl's okay.

OTACON
All right!!! You saved her, man. Good job!

SNAKE
I got some bad news too. We're about to be bombed.

OTACON
Oh boy. I guess we're considered expendable.

SNAKE
Is there a way out of here?

OTACON
A way out...? Uh, yeah. You can take the loading tunnel to the surface.

OTACON
There's a parking garage right next to you. The tunnel leads from there to the surface.

SNAKE
The door in front?

OTACON
No. It's a small entrance to the west of that door.

SNAKE
How about the security?

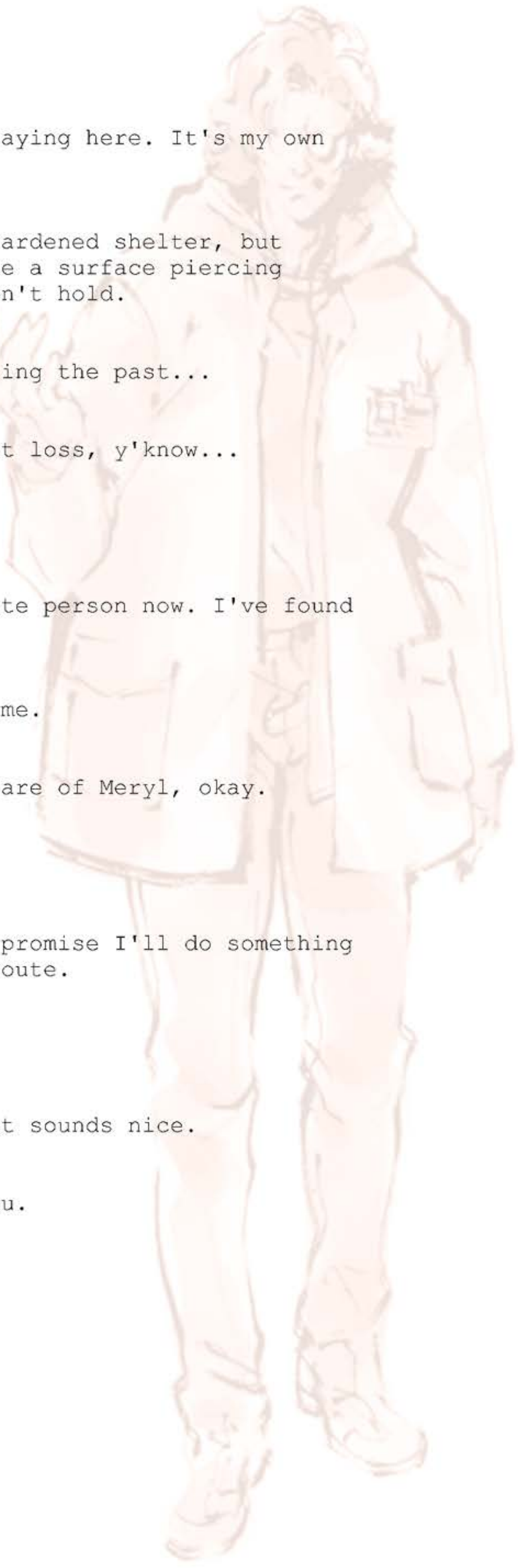
OTACON
I just unlocked it. Who do you think you're talking to? I'll take care of security along your escape route too...

SNAKE
What are you going to do?

OTACON
Me? I... I'll stay here.

OTACON
Are you crazy!? I need a little more time to take care of your escape route.

SNAKE
But...



OTACON
Unlocking the security doors is difficult work. Only I can do it.

SNAKE
Otacon?

OTACON
Don't worry. I'm staying here. It's my own decision.

SNAKE
Otacon, this is a hardened shelter, but they're going to use a surface piercing nuclear bomb. It won't hold.

OTACON
I'm through regretting the past...

OTACON
Life isn't all about loss, y'know...

SNAKE
...

OTACON
Snake, I'm a complete person now. I've found a reason to live.

SNAKE
Good. Don't die on me.

OTACON
Same to you. Take care of Meryl, okay.

SNAKE
I will...

OTACON
Okay I gotta go. I promise I'll do something about your escape route.

SNAKE
Thanks.

OTACON
"Thanks"... Oh, that sounds nice.

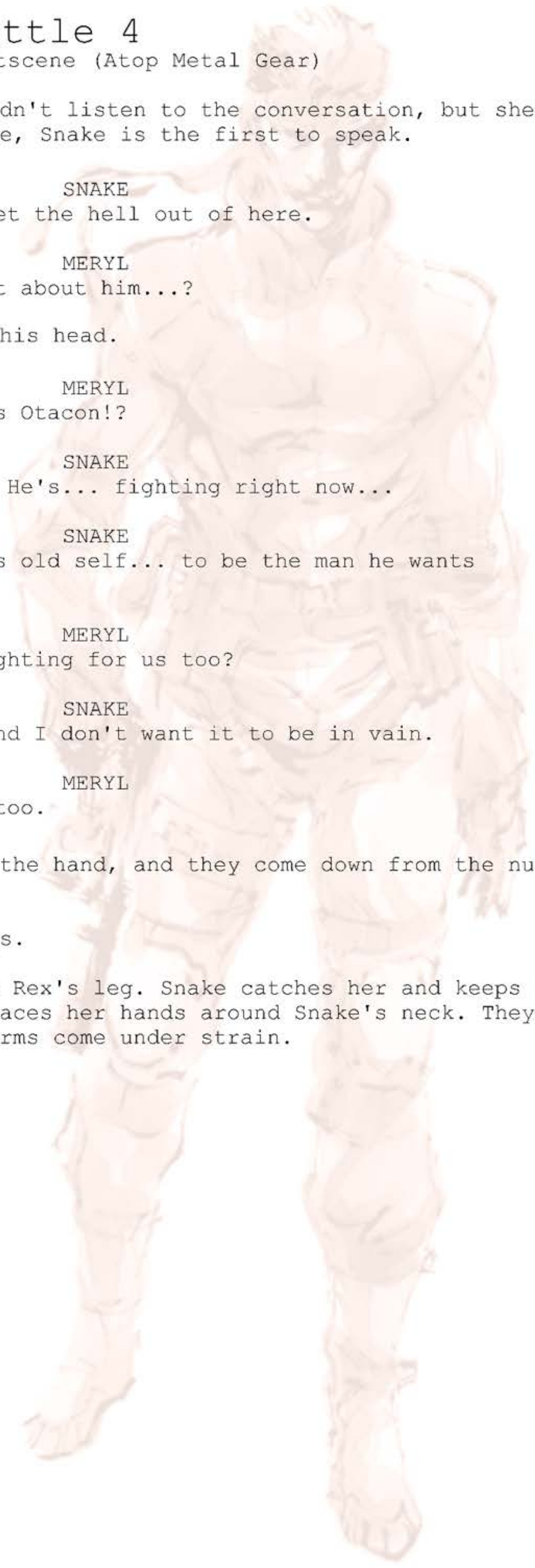
SNAKE
... I believe in you.

OTACON
Thanks, Snake.

Snake ends the call.

The Final Battle 4

Escape with Meryl Cutscene (Atop Metal Gear)



Meryl pretends she didn't listen to the conversation, but she's worried. After a bit of silence, Snake is the first to speak.

SNAKE
Let's get the hell out of here.

MERYL
... What about him...?

Snake quietly shakes his head.

MERYL
Where is Otacon!?

SNAKE
He's... He's... fighting right now...

SNAKE
With his old self... to be the man he wants to be.

MERYL
He's fighting for us too?

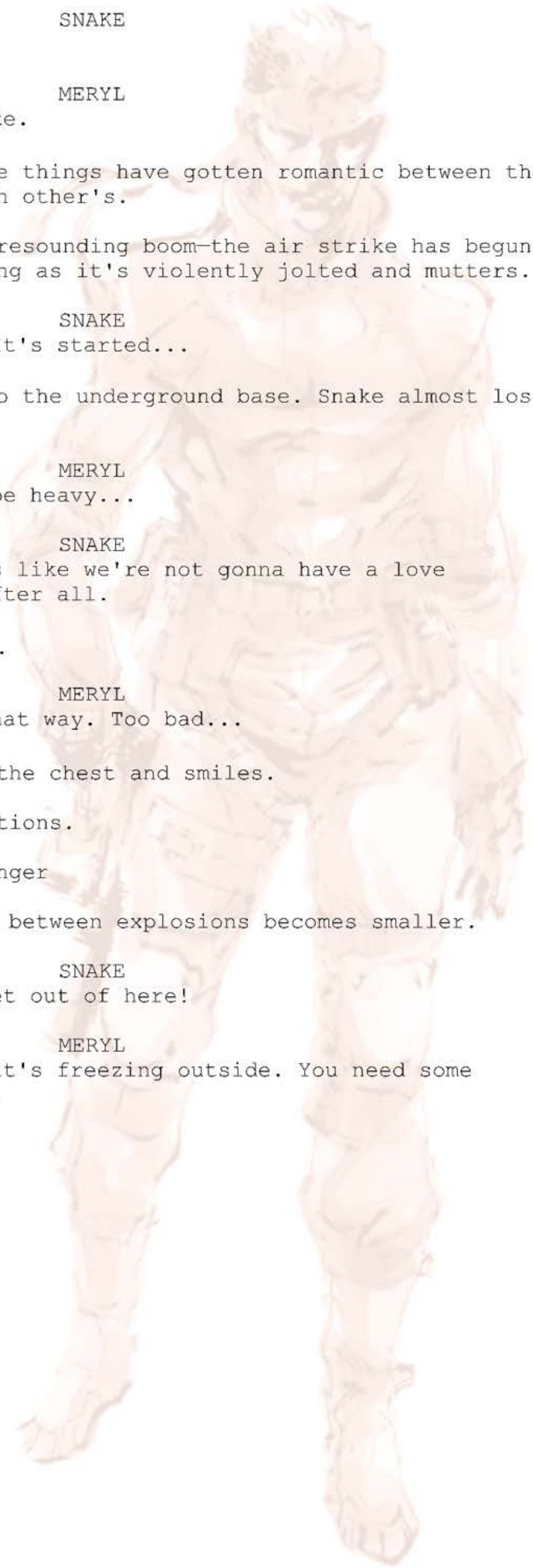
SNAKE
Yeah, and I don't want it to be in vain.

MERYL
... Me too.

Snake takes Meryl by the hand, and they come down from the nuclear module.

In front of Rex's legs.

Meryl jumps down from Rex's leg. Snake catches her and keeps holding her in his arms. Meryl places her hands around Snake's neck. They look at each other. Snake's arms come under strain.



SNAKE
Meryl.

MERYL
... Snake.

This is the first time things have gotten romantic between them. Their faces close in on each other's.

Suddenly, there is a resounding boom—the air strike has begun. Snake looks up at the ceiling as it's violently jolted and mutters.

SNAKE
Meryl. It's started...

The shaking spreads to the underground base. Snake almost loses his balance.

MERYL
I must be heavy...

SNAKE
It looks like we're not gonna have a love scene after all.

Snake puts Meryl down.

MERYL
Looks that way. Too bad...

Meryl pokes Snake in the chest and smiles.

A second set of vibrations.

This one is even stronger

Then a third. The gap between explosions becomes smaller.

SNAKE
Let's get out of here!

MERYL
Snake, it's freezing outside. You need some clothes.

Snake spots his Sneaking Suit lying on the ground in the shadow of one of Rex's humongous legs.

SNAKE
There's my Sneaking Suit!

Snake steps behind cover to put it on.

MERYL
Hurry up.

The base is hit by another, massive blast. Meryl looks up at the ceiling nervously.

Metal Gear has really started to tilt now from all the shaking.

Bit by bit it slides down the wall keeping it up.

MERYL
Hurry!

Snake reappears.

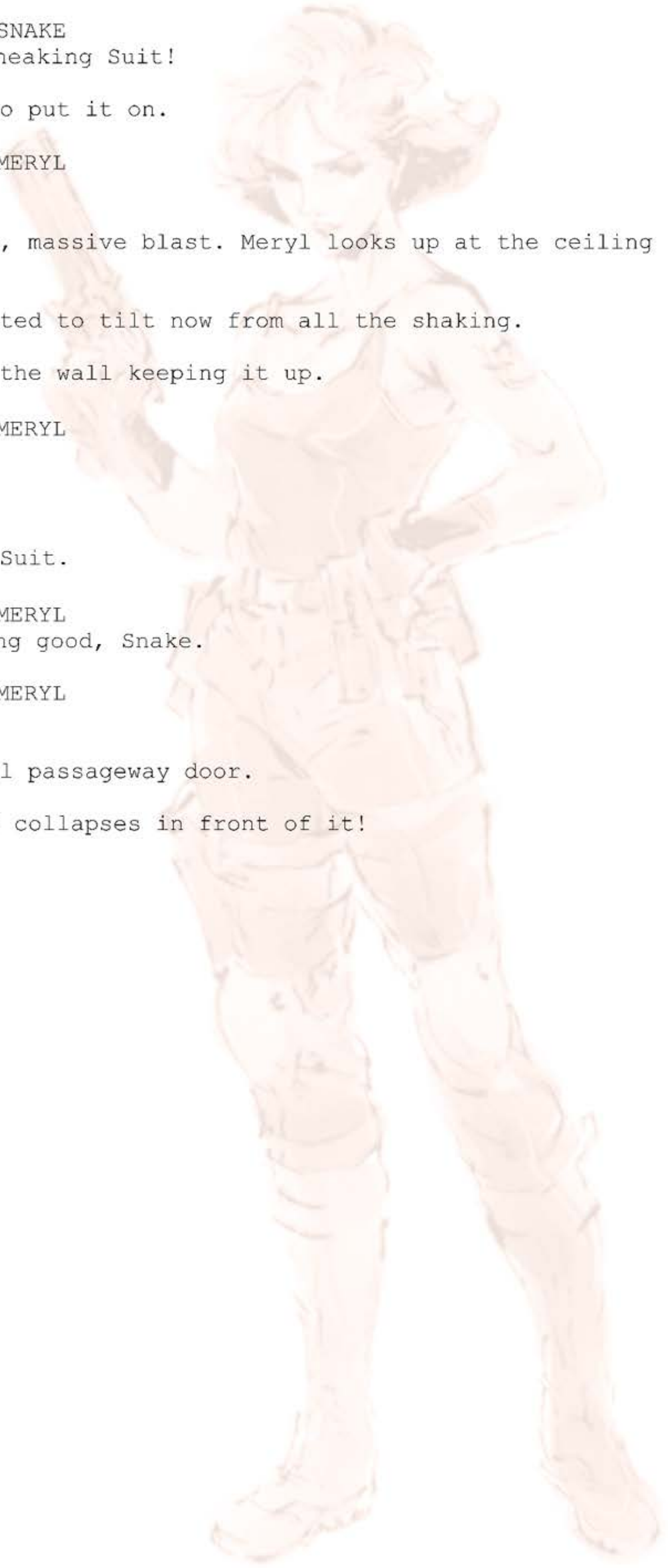
He's back in his Sneaking Suit.

MERYL
Hmm... Looking good, Snake.

MERYL
Hurry!

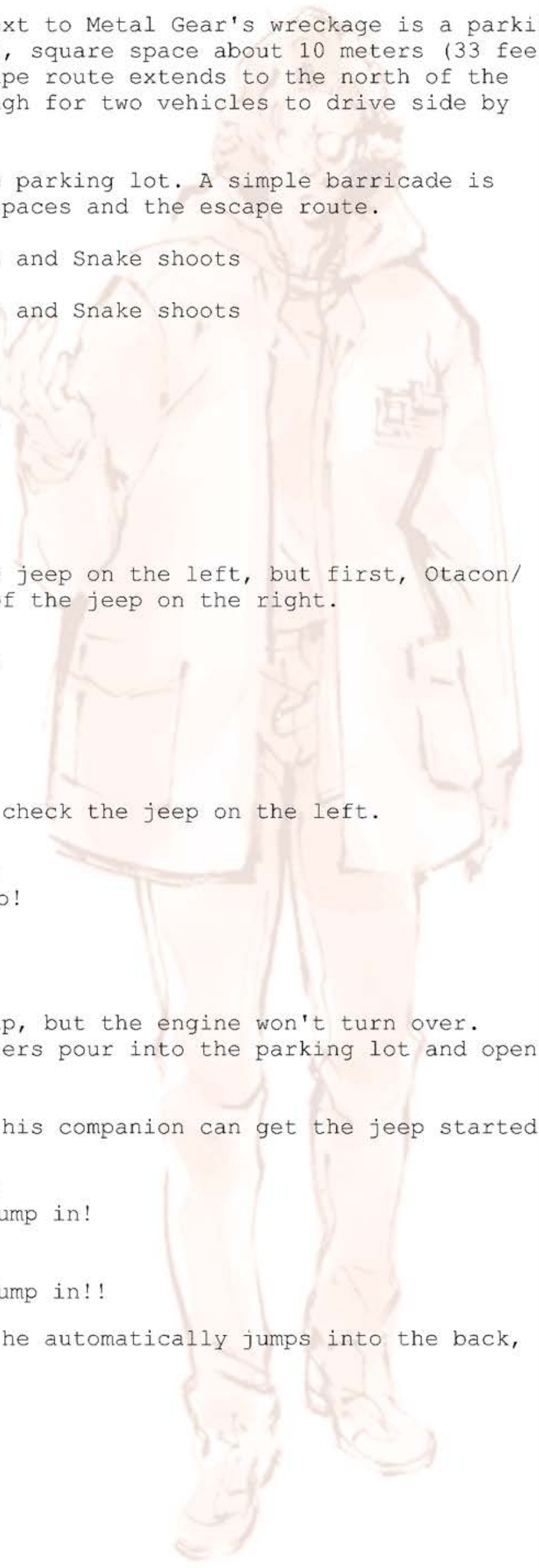
They move through the small passageway door.

A moment later, Metal Gear collapses in front of it!



Escape 1

Taking Off in the Jeep (Jeep Parking Lot)



On the other side of the door next to Metal Gear's wreckage is a parking lot with two jeeps. It's a small, square space about 10 meters (33 feet) long in each direction. The escape route extends to the north of the parking lot. It's just wide enough for two vehicles to drive side by side.

There's no sign of anyone in the parking lot. A simple barricade is positioned between the parking spaces and the escape route.

*If Meryl is dead, Otacon drives and Snake shoots

*If Meryl is alive, Meryl drives and Snake shoots

Otacon/Meryl jumps in the jeep.

OTACON
I'll drive!

MERYL
I'll drive!

Snake and his companion take the jeep on the left, but first, Otacon/Meryl checks the driver's side of the jeep on the right.

OTACON
Darn! No keys!

MERYL
Damn! No keys!

Next, Otacon/Meryl runs over to check the jeep on the left.

OTACON
I got 'em! Let's go!

MERYL
All right! Keys!!

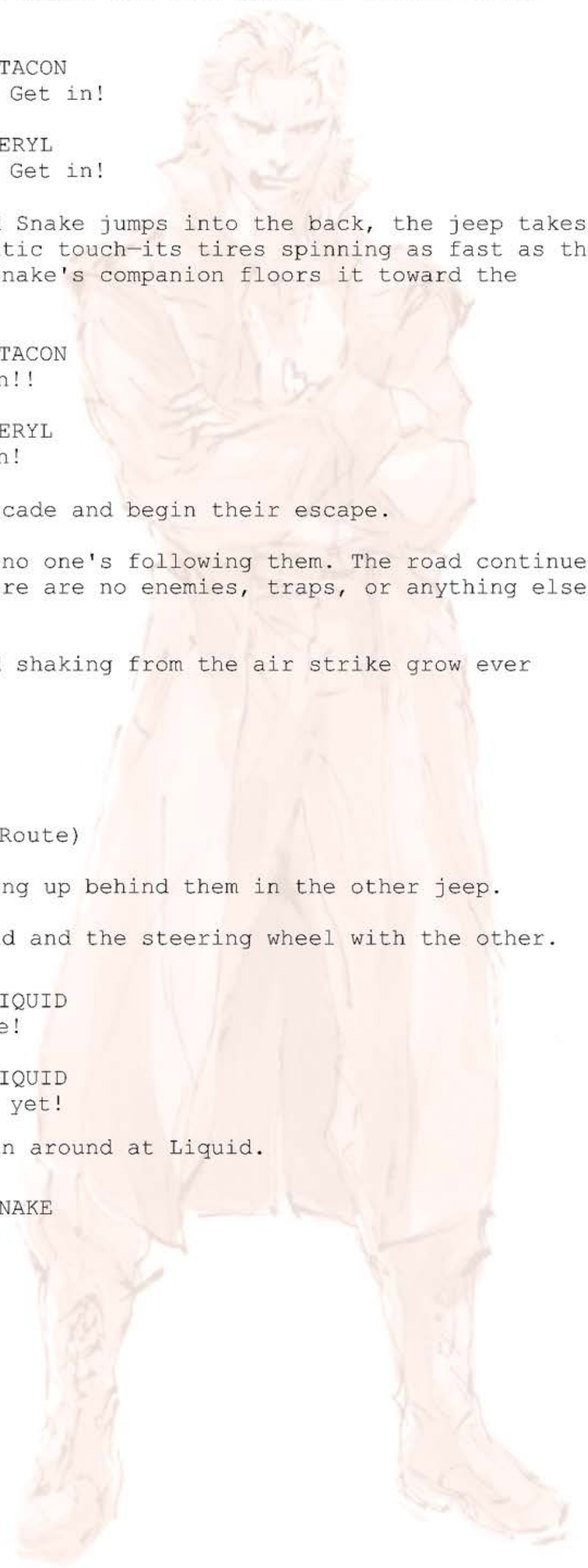
Otacon/Meryl tries to start it up, but the engine won't turn over. Hearing the noise, several soldiers pour into the parking lot and open fire.

Snake battles the enemies until his companion can get the jeep started.

OTACON
I got it! Snake, jump in!

MERYL
I got it, Snake! Jump in!!

When Snake approaches the jeep, he automatically jumps into the back, where there's a mounted gun.



The player can use this gun to mow down enemies. If the player doesn't get into the jeep after the engine has been started, either of the following lines is spoken:

OTACON
Snake, hurry! Get in!

MERYL
Snake, hurry! Get in!

After the engine starts and Snake jumps into the back, the jeep takes off, complete with a cinematic touch—its tires spinning as fast as they can and giving off smoke. Snake's companion floors it toward the barricade.

OTACON
Snake, hold on!!

MERYL
Snake, hold on!

They bust through the barricade and begin their escape.

For a while, it looks like no one's following them. The road continues in a straight line, and there are no enemies, traps, or anything else, in fact.

However, the explosions and shaking from the air strike grow ever stronger.

Escape 2
Liquid in Pursuit (Escape Route)

Suddenly, Liquid comes racing up behind them in the other jeep.

He holds a FAMAS in one hand and the steering wheel with the other.

LIQUID
Not yet, Snake!

LIQUID
It's not over yet!

Snake swings the machine gun around at Liquid.

SNAKE
Liquid!!

Escape 3

Crash Cutscene (Escape Route - Home Stretch)

It's the home stretch. Liquid is persistent, continuing to fire at the other jeep. Incredibly, the air strike, which was becoming more and more intense, appears to have stopped.

Up ahead, the exit can be seen.

OTACON
Snake, look! Daylight!

MERYL
Look, Snake! Daylight!

Liquid floors it, overtaking Snake's jeep.

Liquid is now in front of Snake's jeep. They're right at the exit.

Liquid turns the wheel hard, trying to flip the jeep.

But Liquid's jeep slows down, and Snake and his companion's jeep slams into the side of it!

OTACON
Hold on!!

MERYL
We're gonna crash!!

Jeep POV of Snake's jeep crashing into Liquid's!

SNAKE
screams

OTACON
screams

MERYL
screams

LIQUID
screams

Fade to white.

Footnotes

[1] See the related Nastasha Codec calls for details (p. 520).

[2] A type of cell that surrounds and removes viruses and other foreign material that has invaded the body.

[3] A category of proteins that act as intercellular transmitters, responsible for controlling cell multiplication, division, death, and other functions.

[4] When a cell's DNA becomes damaged or the cell is no longer needed by the body, it disintegrates in a process that resembles suicide. This is referred to as apoptosis.

[5] A group of symptoms reported by some soldiers who served in the 1990-1991 Gulf War. They can include headache, fatigue, and insomnia, though their cause has yet to be determined.

Codec Conversations

•Campbell

Prior to Raven Battle

Blast furnace - basics

*First time only

CAMPBELL
Snake, that's a blast furnace.

SNAKE
A blast furnace? What do they use that for?

CAMPBELL
There's no airport on the base, so it's hard to bring in supplies.They must have built a blast furnace so they could make building materials and such.

SNAKE
That makes sense. Whew, I'm starting to sweat. It's getting kind of warm.

NAOMI
Be careful, you're just recovering from a cold...

*Before finding elevator

CAMPBELL
The entrance to the underground base is further below. There should be a cargo elevator that you can take down somewhere around there. Try to find it.

*After finding elevator

CAMPBELL
The elevator to the underground base was in the northeast of the bottom floor. Right, Snake?

Blast furnace - can't use elevator

SNAKE
Colonel, there's an elevator, but it's stuck on a floor below.

CAMPBELL
That elevator can probably only be moved from below.

CAMPBELL
There must be some other way down. Look around.

NAOMI
Dr. Emmerich knows the base well. Why don't you ask him?

Blast furnace - boiler room

CAMPBELL
Watch out for the steam. It's dangerous. Use your First Person View Mode to see where the steam is coming out and then avoid it.

*First time only

SNAKE
Yeah. I like a sauna now and then, but this is too much.

In front of cargo elevator (top)

CAMPBELL
Snake, isn't that the elevator that goes down to Metal Gear's underground base?

SNAKE
Yeah, but there's no button for calling the elevator.

CAMPBELL
Maybe it'll come if you wait.

NAOMI
Why don't you ask Dr. Emmerich?

Cargo elevator (top) - in front of control panel

CAMPBELL
Metal Gear is straight down. Better move it!

*First time only

CAMPBELL
There's no time. The terrorists are ready to launch.

SNAKE
Negotiations are all finished?

CAMPBELL
The government can't cave in to terrorist's demands.

SNAKE
But they're threatening to launch a nuclear weapon!

CAMPBELL
They've made their final decision.

SNAKE
... Why is the White House being so inflexible?

CAMPBELL
...

SNAKE
Colonel, is there still something you're hiding from me?

CAMPBELL
Snake, please... just concentrate on stopping them, okay?

Cargo elevator (top) - enemy ambush

CAMPBELL
Snake, blow away all the bad guys or you're not going to be able to get out of there and get to the underground base.

Cargo elevator transfer point

CAMPBELL
It looks like that elevator you were riding on won't go any further down. Switch to the other elevator.

Cargo elevator (bottom) - moveable

CAMPBELL
Snake, take that elevator all the way down to the underground base.

Cargo elevator (bottom) - after Codec call

*First time only

SNAKE
Colonel, where's Naomi?

NAOMI
I'm right here, Snake. What is it?

SNAKE
Oh... uh... nothing. Forget it.

NAOMI
Strange...

*Second and subsequent times

CAMPBELL
... Snake, by now those terrorists have finished their launch preparations. Stop wasting time!

Cargo elevator (bottom) - ravens' nest

CAMPBELL
... Snake, by now those terrorists have finished their launch preparations. Stop wasting time!

CAMPBELL
Metal Gear's base is up ahead.

NAOMI
Snake, it's over 30 below outside...

*If player recovered from the cold

NAOMI
Be careful, you're just recovering from a cold...

SNAKE
...

NAOMI
What's wrong?

SNAKE
Forget it, thanks.

NAOMI
?

CAMPBELL
Snake, stop lollygagging around and get to Metal Gear's base. There's no time!

If player has killed a certain number of ravens or more (incoming call)

CAMPBELL
Snake, we're not paying you to be a scarecrow y'know.

NAOMI
Poor things. Ravens are God's creatures too, Snake.

•Campbell

Prior to Entering Metal Gear Hangar

Underground warehouse - Raven battle

*First time only

NAOMI
Vulcan Raven is half Native Alaskan American and half Inuit. He was raised as a shaman and they say he has supernatural powers.

NAOMI
During the Cold War, he trained in Russia with the Bimpel, the Soviet special forces.

NAOMI
In 1993, he was demoted by President Yeltsin following his coup d'etat. So he fled the country and became a mercenary.

NAOMI
After that, he joined those rent-a-war bastards at "Outer Heaven Inc." He stayed there until he joined us in FOX-HOUND, thanks to a strong recommendation from Revolver Ocelot.

CAMPBELL
That cannon he's holding is a 20 millimeter Vulcan gun. You usually see them mounted on fighter planes. You can't take him on in a fire fight. He'll make mincemeat of you.

NAOMI
He's not just strong, Snake. He's a graduate emeritus from Alaska University, so he's a quick thinker, too.

CAMPBELL
In any case, you'd better not try to attack him from the front. Normal weapons are no match for his 20 millimeter Vulcan. Try to attack him from the sides or behind.

*Second and subsequent times - A, B, or C, at random

(A)

CAMPBELL
You're at a disadvantage in a frontal assault. Try attacking him with a Remote-Controlled Missile. Maneuver it between the containers to get it to come up behind him.

CAMPBELL
But if you fly the missiles too slow, they'll get shot down even if they approach him from behind. Try to get them close by flying them at top speed, or by maneuvering them around corners.

(B)

CAMPBELL
When the containers get destroyed, they'll block your way. Try to take him out before that happens.

(C)

CAMPBELL
You could also try to predict where he's gonna move and set up some C-4. If your timing is good, it might work.

•Campbell

Prior to Metal Gear Battle

Underground base - before Naomi's confession

*First time only

CAMPBELL
Snake, if it's about Naomi, I'm looking into the matter right now. Give me a little more time.

SNAKE
Where is she?

CAMPBELL
She's still sleeping.

SNAKE
I can't believe it... First, the DARPA Chief turns out to be an imposter and now Naomi... What the hell is going on here?

SNAKE
I suppose you're going to tell me you don't know anything, right?

CAMPBELL
I'm sorry, Snake.

SNAKE
A madman is threatening the world with a nuclear weapon. I guess that's what I should worry about now...

Underground base - basics

CAMPBELL
Snake, stop that launch. Head for the Control Room in the underground base.

*If player has heard location of control room from Otacon

CAMPBELL
The Control Room is on the third floor of the underground base, isn't it?

*If player hasn't heard location of control room from Otacon

CAMPBELL
Give Dr. Emmerich a call.

CAMPBELL
There's no time!

Somewhere other than underground base

CAMPBELL
Snake, hurry up and get to Metal Gear's underground base. It's north of the warehouse where you fought Raven.

Underground base - drainage ditch

CAMPBELL
Snake, that water is contaminated with nuclear waste material. If you go in there, you'll take damage.

SNAKE
Nuclear waste?

CAMPBELL
They were extremely careless with their handling of nuclear materials. Nastasha knows all about that if you want more info.

Underground base - if player has killed a certain number of rats or more

CAMPBELL
Snake, we don't need a rat trap. We need someone to stop that God damned nuke from getting launched!

*If player goes on to kill more rats

NAOMI
Snake, is killing rats really that fun? Torturing small animals is a sign of a warped mind, you know.

Underground base - retrieve PAL Key

CAMPBELL
Snake, they've input both detonation codes. The only way to stop the launch now is to use the card key to re-input the codes.

CAMPBELL
Find that key! It fell somewhere in that drainage ditch!

*If player calls near drainage ditch

CAMPBELL
Use your Mine Detector.

SNAKE
Mine Detector?

CAMPBELL
Yes. The Mine Detector works just like a metal detector. The position of the card key should show up on your radar screen.

*If a rat has eaten the key

After player hears about rats from Miller:

CAMPBELL
Snake, get that card key back from the rat. Why don't you watch its route and set up a trap for it with the C4 or something.

Underground base - after retrieving PAL Key

CAMPBELL
You got the card key... Good. Now get back to the Control Room and use that key to re-input the PAL codes. Stop that launch!

If PAL Key is something other than room temperature

CAMPBELL
Snake, the card key changed shape. That's no good. Change it back.

Control room - watch out for the surveillance cameras

CAMPBELL
Snake, the surveillance camera... When you insert the card key, don't let it see you.

*If player has chaff grenades

CAMPBELL
Try using your Chaff.

*If player has a cardboard box

CAMPBELL
You could probably use a Box too.

After inputting room temperature key, before freezing key

CAMPBELL
You've got to lower that card key's temperature. Find someplace cold!

After freezing key, before inputting it

CAMPBELL
Good. The card key changed shape. Hurry up to the control room, Snake!

If frozen key returns to room temperature

CAMPBELL
Snake, look at the card key. It changed to its original shape. You'll have to change it again.

If key gets warmed instead

CAMPBELL
Snake, don't warm that card key. Cool it down. Find someplace cool.

After inputting frozen key, before warming key

CAMPBELL
Now you've got to warm the key up. Find someplace hot!

*After Codec call where it's revealed Naomi is a spy

SNAKE
What about Naomi?

CAMPBELL
Sorry, Snake...I'm still investigating.

After warming key, before inputting it

CAMPBELL
The key changed shape. Hurry to the Control Room and input it.

If key gets frozen instead

CAMPBELL
Snake, what are you doing? You're supposed to warm it, not cool it. Look for a warm place.

After Naomi's Confession Codec call

*First time only

SNAKE
Colonel, what's new with Naomi?

CAMPBELL
She's being interrogated, Snake. Leave her to me. You just worry about stopping Metal Gear.

SNAKE
...

CAMPBELL
Please, Snake.

CAMPBELL
I consider you my friend. Please believe that.

SNAKE
...

CAMPBELL
Snake, we're just about out of time! Get to the Control Room!

Control room - flooded with gas

*Before a certain amount of time has passed

CAMPBELL
Snake, gas! Do something!

CAMPBELL
Snake! Call Emmerich! He should be able to break through security!

*After calling Otacon

CAMPBELL
Snake, Emmerich will be able to open the door. Just trust him and hang on!

Control room - the player can now escape

CAMPBELL
Snake, what are you doing? Go after Liquid!

•Campbell

Prior to Liquid Snake Battle

Metal Gear battle - in front of escape door

CAMPBELL
What the hell are you doing, Snake!? You've got to stop Metal Gear!

Metal Gear battle - before calling Otacon

CAMPBELL
God help us! Metal Gear is moving...

CAMPBELL
Snake, it's all riding on you now. You've got to stop that thing!

SNAKE
But how?

CAMPBELL
You'll have to ask Dr. Emmerich, the guy who made it.

Metal Gear battle - after calling Otacon

CAMPBELL
Destroy Metal Gear! We're out of time!

*First time only

CAMPBELL
If you can't do it, I'll have to resort to my last option.

SNAKE
Last option?

CAMPBELL
We have a submarine prepared to deliver a full nuclear strike on the base.

SNAKE
What the hell!?

Metal Gear battle - after Ninja cutscene

*First time only

SNAKE
Colonel, Fox is dead...

CAMPBELL
sorrowfully I know... God rest his soul. Even a soldier needs more to live for than just fighting. Maybe if he had found something else, he wouldn't have been so haunted...

SNAKE
He was too simple... too pure. There was nothing in this world for him to believe in... so he chose to believe only in himself.

CAMPBELL
I guess you're right. A man like Fox is really only looking for his death...

SNAKE
Yeah. But if you ask me, there's no happiness to be gained in death... No peace either.

SNAKE
determined I'm gonna leave here alive.

CAMPBELL
with hope Good. I want that too.

*Second and subsequent times

CAMPBELL
If you can shoot a Stinger Missile directly into the cockpit, maybe you can destroy it. C'mon, Snake! Win!

•Mei Ling

Prior to Raven Battle

Naomi the spy - after Codec call

SNAKE
Mei Ling, how's Naomi?

MEI LING
confused Huh? She's fine, I guess. What's up?

SNAKE
Oh...

MEI LING
a bit jealous What do you want, Snake? If you want to talk to Naomi, why don't you call her?

SNAKE
Oh it's nothing... Forget about it.

MEI LING
Strange guy...

•Mei Ling

Prior to Entering Metal Gear Hangar

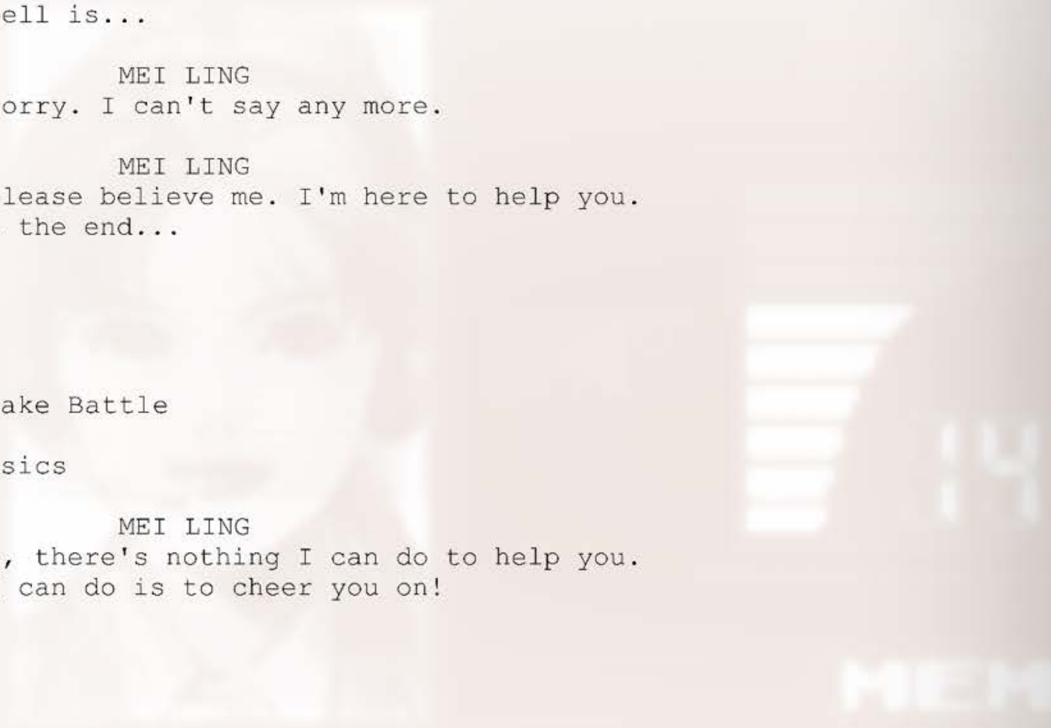
After Post-Raven's Death Codec call

SNAKE
... Naomi wasn't acting strangely or anything?

MEI LING
No... I just can't believe that Naomi's an enemy spy. I refuse to accept that.

SNAKE
I don't want to believe it either, but...

MEI LING
with refusal Don't say it, Snake.



•Mei Ling

Prior to Metal Gear Battle

After Naomi's Confession Codec call

MEI LING
Snake, Naomi's under arrest...

SNAKE
What the hell is happening over there?

SNAKE
What's the Colonel thinking?

MEI LING
Campbell is...

MEI LING
I'm sorry. I can't say any more.

MEI LING
But please believe me. I'm here to help you.
Until the end...

•Mei Ling

Prior to Liquid Snake Battle

Liquid battle - basics

MEI LING
Snake, there's nothing I can do to help you.
All I can do is to cheer you on!

•Mei Ling

Prior to Jeep Battle

Jeep battle - basics

*First time only

MEI LING

Snake, they've placed the Colonel under arrest. I don't know what I should do. This will probably be your last save.

SNAKE

I'm going to miss those proverbs of yours.

MEI LING

Snake...

SNAKE

Mei Ling, I have a favor to ask you.

SNAKE

Make a hard copy of all the Codec conversation data up to this point. I want some insurance.

MEI LING

Okay, Snake. Leave it to me.

MEI LING

Snake, please. Be safe... for me.

•Nastasha

Prior to Raven Battle

Blast furnace - basics

NASTASHA

You have a good view, though your movement is limited... It might be a good place to take out your enemy with your PSG-1.

•Nastasha

Prior to Entering Metal Gear Hangar

Underground warehouse - Raven battle

*First time only

NASTASHA
It looks like, Raven's holding an M61A1 20 mm multi-turreted machine gun. They're usually mounted on F16s.

NASTASHA
With its 6 rotating turrets, it can fire 4000 20 mm rounds per minute. And it's accurate, too. If you come at him from the front he will turn you into borscht.

*Second and subsequent times

NASTASHA
Stay out of his way. You have to hide and attack. Try a Remote Controlled Missile or your C4 explosives.

Naomi the spy - after Codec call

SNAKE
Nastasha, I'm going to ask you one more time. Do you know anything about FoxDie and the real nature of this operation?

NASTASHA
Sorry. I have not been told anything about that.

SNAKE
That's funny. The Colonel said almost exactly the same thing.

NASTASHA
...

SNAKE
Sorry. I didn't mean to sound sarcastic. I believe you...

•Nastasha

Prior to Metal Gear Battle

Control room - flooded with gas

*Before calling Otacon

NASTASHA
Snake, you are in danger! Get out of there!

SNAKE
Yeah but how?

NASTASHA
Isn't there someone who knows this base...? Dr. Emmerich! Maybe he can do something.

*After calling Otacon

NASTASHA
All you can do is wait for Dr. Emmerich to open the door. Stay alive, Snake.

Control room - the player can now escape

NASTASHA
Snake, what are you doing? Go after Liquid!

•Nastasha

Prior to Liquid Snake Battle

Metal Gear battle - before calling Otacon

*On odd-numbered calls

NASTASHA
I am a military analyst and an expert on high-tech weapons, but I do not know anything about Metal Gear.

NASTASHA
Why don't you ask Dr. Emmerich?

*On even-numbered calls

NASTASHA
It probably uses some kind of electronic targeting equipment similar to a tank. If you use Chaff, you should be able to confuse it for a little while.

Metal Gear battle - after calling Otacon

*First time

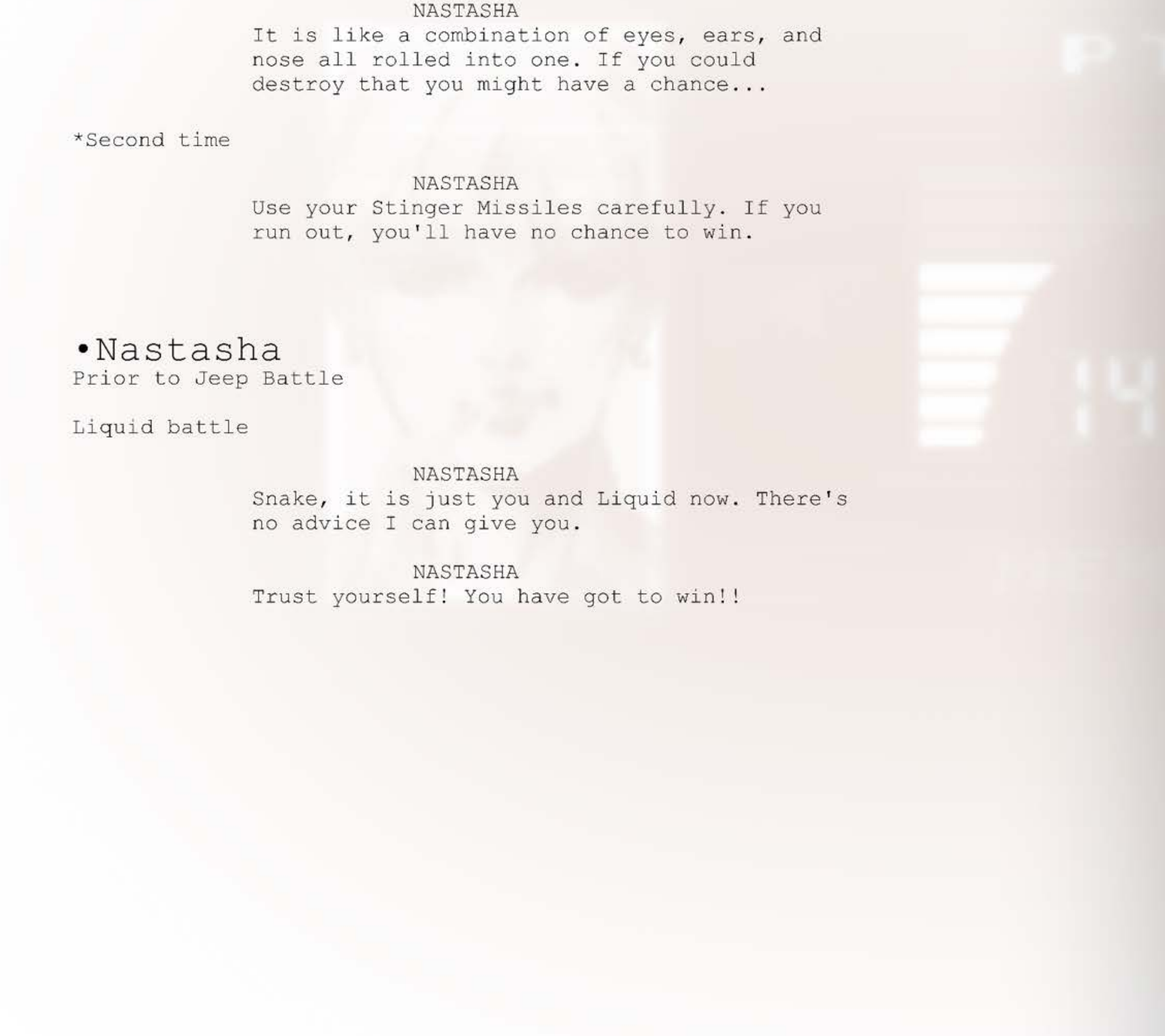
NASTASHA
Radome stands for radar dome. It is a cover protecting a super-sensitive electronic scanning array. Almost all modern combat aircraft have them.

NASTASHA
It is not just a radar system in there. That radome probably contains infrared sensors, motion detectors, and other equipment, too.

NASTASHA
It is like a combination of eyes, ears, and nose all rolled into one. If you could destroy that you might have a chance...

*Second time

NASTASHA
Use your Stinger Missiles carefully. If you run out, you'll have no chance to win.



•Nastasha
Prior to Jeep Battle

Liquid battle

NASTASHA
Snake, it is just you and Liquid now. There's no advice I can give you.

NASTASHA
Trust yourself! You have got to win!!

•Master

Prior to Raven Battle

Cargo elevator (top) - enemy ambush

MASTER
Naturally, in an enclosed room, your motion is limited. But that doesn't mean that you should stand still and become a human target. You can win if you watch how your enemy moves and then cleverly counter it.

Cargo elevator (bottom) - while moving

*First time only

SNAKE
There are a lot of crows around here...

MASTER
Those aren't crows, those are Northern Ravens. The Inuit and other native Americans worshipped Northern Ravens as creator deities.

*Shared

MASTER
Some say that ravens have the power to predict death. The great poet Marlowe wrote about them in the 16th century. "Thus like the sad presaging raven that tolls the sick man's passport in her hollow beak, And in the shadow of the silent night doth shake contagion from her sable wings."

SNAKE
That's pretty gloomy, Master.

MASTER
By the way...

SNAKE
What?

*Second time only

MASTER
Legends say that crows have three times the life span of a man, and that ravens have three times the life span of a crow.

MASTER
That's just an old wives' tale, but it's true that crows live longer than many types of birds. Northern Ravens can live pretty close to 70 years.

*Third time only

MASTER
Ravens will eat vegetables, meat, garbage... pretty much anything. It seems dirty to us, but that's what allows them to live even in a climate like this.

Naomi the spy - after Codec call

SNAKE
I want to ask you about Naomi.

MASTER
I'm looking into the details now, but it doesn't look good. Weren't you ever suspicious about her, Snake?

SNAKE
...

MASTER
... Snake, keep your guard up.

Cargo elevator (bottom) - ravens' nest

*Shared

MASTER
That place is right in the middle of the permafrost. Just like the name says, it never melts. I've heard over 85% of Alaska is permafrost.

MASTER
It's extremely cold there, Snake. If you don't hurry, your C-rations will freeze.

MASTER
One way to prevent your C-rations from freezing is to hold them close to your body by equipping them.

•Master

Prior to Entering Metal Gear Hangar

Underground warehouse - Raven battle

*First time only

MASTER
It's extremely cold there, Snake. If you don't hurry, your C-rations will freeze.

*Second and subsequent times - A, B, or C, at random

(A)

MASTER
One way to prevent your C-rations from freezing is to hold them close to your body by equipping them.

*If they've already frozen

SNAKE
They're already frozen.

MASTER
You can warn them up by equipping them. After a while, they should be okay to eat.

(B)

MASTER
An Native Alaskan American, huh? Probably Athapaskan. They're originally from the same tribe as the Apaches and Navajos of New Mexico.

MASTER
Anthropologically, they're related to the Japanese. There are even linguistic similarities between Athapaskan languages and ancient Japanese. You and he probably share many of the same ancestors.

SNAKE
... Master, I don't remember telling you that I was part Japanese...

MASTER
...

(C)

MASTER
The Four Man carry is a race where you have to run with four grown men hanging from a long stick that you carry on your back. Apparently Raven does it with six men.

After Post-Raven's Death Codec call

*First time only

MASTER

Snake, I'm sure that woman calling herself Naomi is some type of spy. And now I'm starting to think that Campbell might be hiding something too. Don't trust him.

•Master

Prior to Metal Gear Battle

Underground base - before dropping PAL Key

MASTER

Snake, isn't the detonation code input system in the Control Room? Hurry up and get in there!

Underground base - before retrieving PAL Key

MASTER

You lost the key? Hurry up and find it! They've already entered the detonation code!

MASTER

The only way to stop that launch is to lock the system by re-inputting the detonation codes.

*If player has the Mine Detector

MASTER

If you use the Mine Detector, you should be able to find the key even if it fell into the drainage ditch. Whatever you do, find that key!

After picking up all items in the drainage ditch (incoming call)

*If player doesn't submit during the torture event, they receive a hint that a rat has eaten the key

*First time only

MASTER
Snake, did you find the key?

SNAKE
No, it's not here.

MASTER
Don't be ridiculous. You saw it fall into the drainage ditch, didn't you?

MASTER
The drainage ditch... Isn't there something odd about it?

SNAKE
No. There are a lot of big rats though...

MASTER
That's it, Snake! A rat must have eaten it!

SNAKE
Now, who's being ridiculous!

MASTER
No, I'm right. There's no other possibility. Rats eat all sorts of things. There's nothing unusual about that.

*Second and subsequent times

MASTER
Snake, a rat ate that key. You'll have to get it back. Follow the rat's route!

Underground base - after retrieving PAL Key

MASTER
You got the card key back? Good job. Now hurry to the Control Room.

After inputting room temperature key, before freezing key

MASTER
Now freeze that key. Get somewhere cold!

After freezing key, before inputting it

MASTER
The key changed shape. Hurry to the Control Room and input it.

After inputting frozen key, before warming key

MASTER
Now you've gotta warm it. You need to find someplace hot.

After FoxDie Codec call

*First time only

MASTER
So Naomi is a spy, just like I thought. Campbell is hiding something too...

MASTER
But that's okay. FoxDie is a virus... a biological weapon. There must be a vaccine. We can worry about getting that later, Snake, but right now you've got to focus on re-inputting those detonation codes. Okay?

After warming key, before inputting it

MASTER
gleefully The key changed shape. Hurry to the Control Room! That's the last key!

*First time only

SNAKE
Master, I've never heard you so excited.

MASTER
...

After Naomi's Confession Codec call

*First time only

MASTER
So Naomi used FoxDie to take her revenge on you...

SNAKE
Yeah, but she said she wasn't the one who made the decision to use it. According to her, it was just one part of this operation.

MASTER
Hmmm. If this goes all the way up to Campbell, it might not be so easy to get that vaccine... Oh well, forget about it...

*Second and subsequent times

*If player has warmed the key

MASTER
Hurry up and get to the Control Room. Input that last key!

*If player hasn't warmed the key

MASTER
First you have to change the shape of the last key.

•Otacon

Prior to Raven Battle

Blast furnace - basics

OTACON
There's a cargo elevator in the northeast part of the bottom floor. You can take that to Metal Gear's underground base. You'll spot it right away. It's got a big patrol light attached to it.

Blast furnace - can't use elevator

*First time only

SNAKE
The elevator is stopped at a lower floor and it won't come up. Is there some way to get to an elevator that will take me down further?

OTACON
Well... there is one, but...

SNAKE
Where?

OTACON
Can you see to the west of the blast furnace?

OTACON
You see that crane? I think if you go down those steps, you'll get to the other side.

SNAKE
Did you ever see anyone actually go down there?

OTACON
No, but I've seen mice go there.

SNAKE
Do I look like a mouse to you?

OTACON
Be careful of that crane, too.

*Second and subsequent times

OTACON
If you stick close to those steps, I think you can make it to the other side... probably.

Blast furnace - boiler room

OTACON
Are you in the boiler room? Those pipes are really old. Once in a while they blow out steam, so be careful.

SNAKE
You call this once in a while?

In front of cargo elevator (top)

OTACON
If you take that cargo elevator down, you'll wind up in Metal Gear's underground maintenance base.

*If the elevator hasn't arrived yet

OTACON
It's automatically set to go back and forth between the blast furnace and the underground maintenance base. It's not there yet, so you'll just have to wait.

Cargo elevator (top) - before it's moving

OTACON
Snake, the elevator won't move unless you push the switch. There's a control panel, right? Get closer and press the Action Button.

Cargo elevator (top) - enemy ambush

OTACON
Snake, there's nowhere to hide in that elevator. You'll have to fight!

Before cargo elevator (top) battle

OTACON
That elevator is for transporting vehicles and building materials to the underground maintenance base.

*First time only

SNAKE
So that's why it's so big.

OTACON
The elevator you're on right now is the No.1 elevator. That elevator won't take you down all the way, so you'll have to switch to the No.2 elevator at the relay point.

Cargo elevator transfer point

*First time only

OTACON
Snake, that's the relay point between elevator No.1 and elevator No.2.

SNAKE
Why was it set up this way?

OTACON
Well, for a long time it had been set up so that you could take one elevator all the way to the bottom, but I heard that they changed it because of something to do with the structural integrity of the rock.

*Second and subsequent times

OTACON
The No.2 elevator is next to you, right? Transfer to that one.

Cargo elevator (bottom) - basics

OTACON
If you take that elevator down, you'll wind up in the warehouse. Metal Gear's underground maintenance base is just past there.

SNAKE
Crows...

OTACON
What?

SNAKE
There are a lot of crows here.

OTACON
There were crows around from before. But for some reason they started to really increase in number about the same time that FOX-HOUND came to the base. It's really weird. I wonder what it could mean...?

Cargo elevator (bottom) - ravens' nest

SNAKE
What the hell are all these crows doing around here?

OTACON
Crows?... You got me.

OTACON
But for some reason they started to really increase in number about the same time that FOX-HOUND came to the base. It's really weird. I wonder what it could mean...?

•Otacon

Prior to Entering Metal Gear Hangar

Underground warehouse - Raven battle

OTACON
That room is still under construction because their main priority was to finish Metal Gear's underground base. But the good thing is, with all those containers, it should be easy to hide, right?

After Post-Raven's Death Codec call

*First time only

OTACON
I don't know anything about Dr. Naomi, so there's not much I can say...

*Second and subsequent times

OTACON
But, Snake, I think you'd better leave that to Colonel Campbell. Don't you think you'd better just get to the Control Room?

•Otacon

Prior to Metal Gear Battle

Underground base 1F

*After Otacon Codec call 1

OTACON
In the meantime, you should head to the control room.

OTACON
That's where the emergency PAL code override system is.

OTACON
The Control Room is on the third floor of the base you're in.

OTACON
Do you see that ladder next to Metal Gear?

OTACON
You can climb up there.

Underground base - after Otacon Codec call 1

SNAKE
Otacon. How's it going?

OTACON
Not yet. Give me a little more time.

Underground base - after Otacon Codec call 2

SNAKE
Got it yet?

OTACON
Please, Snake, give me a little more time.

Underground base - after Otacon Codec call 3

SNAKE
How about it? Did you find the override system file?

OTACON
Not yet. I need a little more time.

*First time only

OTACON
Well, I found lots of information about that new nuclear weapon...

OTACON
There are four stages involved in launching a ballistic missile. The first one is the Boost Stage. It starts at the point the missile is launched and ends after all the rocket fuel is burned and the missile is propelled into the exosphere.

OTACON
The next stage is the Post-Boost Stage. It starts after all the fuel is burned and ends after the re-entry vehicle is ejected. Next is the Intermediate Course Stage. It takes place after the re-entry vehicle is ejected and lasts until the missile enters the exosphere.

OTACON
Then comes the Final Stage. It starts when the re-entry vehicle enters the exosphere and it lasts until it reaches its ultimate target on the ground.

OTACON
Missile defense systems use military satellites to detect rocket emissions during the initial Boost Stage of a missile. But this new nuclear weapon employs the rail gun's ability to fire projectiles at ultra-high velocities, instead of using a rocket.

OTACON
That's why it can't be detected by today's missile defense systems!

OTACON
And on top of that, the re-entry vehicle also uses Stealth technology... It's so accurate that its fifty percent zone comes close to 50 meters. That's as good as the best ICBM.

SNAKE
A highly accurate, undetectable, uninterceptable nuclear weapon. We wouldn't even be able to tell where it came from...

OTACON
And that's not all. A standard ballistic missile uses a 2-stage or a 3-stage solid fuel rocket for its propulsion system.

OTACON
Besides costing lots of money, safely maintaining the solid rocket fuel and readying the missile for launch requires a lot of work.

OTACON
But a railgun-launched nuclear warhead avoids all of those problems. And it's cheap too.

SNAKE
It's the perfect nuke. A general's dream...

OTACON
And the world's nightmare.

In front of control room

SNAKE
Did you find the file for the override system?

OTACON
Just wait a little longer.

*First time only

OTACON
I found out a lot about the arms industry though...

OTACON
After the Cold War ended, the United States slashed its defense budget by more than 15%. Naturally, the arms industry was severely affected.

OTACON
It resulted in an orgy of mergers and acquisitions. Some of the big arms conglomerates today are made up of what 10 years ago would have been 20 or more smaller arms companies.

OTACON
ArmsTech is one of those. But we lost our bid to produce the U.S. Air Force's next line of fighter jets. Then we took a stab at civilian applications, but that was a failure too. The company was about to go belly up.

OTACON
Ironically, the Defense Department was in pretty much the same situation. Thanks to big budget cuts, they were forced to turn to the private sector to help fund their weapons development.

OTACON
On top of that, the government began to actively export their advanced weapons technology to the private sector... in order to maintain a high standard of quality in the country's defense armaments.

OTACON
Eventually they decided on a joint development project for new weapon systems between the DOD and the private sector. And... since both sides were in such bad financial shape, that's where all the backscratching came in.

OTACON
So there was another reason for the joint development of Metal Gear, huh. It wasn't just President Baker trying to keep ArmsTech afloat...

Underground base - basics

OTACON
The terrorists are finished inputting the detonation codes!

OTACON
The only way to stop the launch now is to re-input the detonation codes to lock the detonation mechanism. You need that key to do it. Find that key, Snake! There's no other way!

After retrieving PAL Key

OTACON
You found the card key, right? First comes the room temperature key. Put it into the far left terminal in the Control Room.

After locating PAL Key, first time only

OTACON
That key is actually an IC card. Its connector pins and main body are made of a shape memory alloy.

OTACON
It's designed so that unless it has been changed to the correct shape, it won't be recognized by the PAL code input terminal in the Control Room and the detonation code won't be entered.

If PAL Key is something other than room temperature

OTACON
Snake, the card key changed shape. You've got to change it back to room temperature!

After inputting room temperature key, before freezing key

OTACON
Next you've got to cool the card key.

SNAKE
Where should I do that?

OTACON
This is Alaska. Go outside, it's cold everywhere.

OTACON
But you're close to the warehouse where you fought Raven, right? That place is right in the middle of the permafrost layer and there's no heater either.

After freezing key, before inputting it

OTACON
Snake, it looks like you changed the card key's shape correctly. Go and put it into the middle terminal in the Control Room. Before it warms up and changes back to its original shape.

If key returns to room temperature

OTACON
Snake, look at the card key. It changed back! You have to change it again!

After FoxDie Codec call

*First time only

OTACON
Naomi's an enemy spy!? ... I can't believe it!

SNAKE
I don't want to believe it either, but...

OTACON
Snake, leave it to Colonel Campbell. You've got to concentrate on re-inputting that detonation code.

SNAKE
You're right...

After inputting frozen key, before warming key

OTACON
Somewhere warm? What about the blast furnace? But the problem is if you go through a cold place on the way back, the card key might change shape. You need to hurry on the way back.

After warming key, before inputting it

OTACON
It looks like you changed the shape correctly. The last card key goes in the far right terminal in the Control Room.

OTACON
But be careful. If you're in a cold place for too long, it'll change back to its original shape. You need to hurry.

After Naomi's Confession Codec call

*First time only

OTACON
I can't really blame Dr. Naomi... I feel sorry for her.

OTACON
... Ever since I was a little kid, always hated my first name.

SNAKE
Hal, isn't it?

OTACON

Yeah... But I'm not a computer, I'm a human...

OTACON

... My grandfather taking part in the Manhattan Project... my father being born on the day of the Hiroshima bomb... I hated every part of that.

OTACON

My name, my father, my grandfather... It felt like all those things were a ball and chain around my legs, dragging me down..

OTACON

But now that I think about it, I realize that I was blessed.

OTACON

At least I know who I am... where I came from...

OTACON

But Dr. Naomi didn't even know who her parents were, what her real name was. She must have been a very lonely little girl...

SNAKE

Otacon...

OTACON

... Sorry, Snake. I guess right now you should focus on re-inputting those PAL codes.

*Second and subsequent times, if key has been warmed

OTACON

You still haven't input the final card key. Hurry to the Control Room.

*If key hasn't been warmed

OTACON

That's not the right shape. Hurry and warm it up. The blast furnace is probably the best place.

After opening control room door

OTACON

What are you doing? The door is open, Snake. Hurry up and go after Liquid!

•Otacon

Prior to Liquid Snake Battle

Metal Gear battle - how to fight it

OTACON
Snake, Rex's armor is impregnable. You can't do any damage with the weapons you've got.

OTACON
Rex uses the latest advances in compound armor. The only way you can pierce it is with a high performance HEAT (high explosive, anti-tank) round.

SNAKE
So what do I do?

OTACON
Rex's pilot seat operates exactly like a VR system.

OTACON
It's got multiple sensors connected to a high tech interface used for the controls.

OTACON
It's completely self-enclosed and shut off from the outside environment.

SNAKE
He's not using his naked eyes?

OTACON
That's right. So if you could somehow destroy the sensors...

OTACON
Do you see that round plate on Rex's left arm?

SNAKE
Yeah, that thing that looks like a shield?

OTACON
That's a radome. If you can destroy that thing, it won't be able to use its electronic equipment.

SNAKE
So he'll be blinded?

OTACON
Yeah. Try to hit that radome with a Stinger Missile.

SNAKE
So that will stop it?

OTACON
No, Rex was designed so it can be controlled manually too.

SNAKE
Oh great.

OTACON
The part that looks like a beak is where the pilot seat is. In an emergency it will open up.

OTACON
Rex's armor is perfect. You can't destroy it.

SNAKE
You told me that already.

OTACON
But the interior is a different story.

SNAKE
I get it... First I destroy the radome. That will force him to open up the pilot's seat.

OTACON
Right. If you can shoot a Stinger missile into the cockpit, you'll destroy the computer control system.

SNAKE
You intentionally designed it with a weak point?

OTACON
It's not a weak point. I like to think of it as a character flaw. People just aren't complete without some type of character flaw, don't you think?

SNAKE
I guess so. I owe you one, Otacon.

Metal Gear battle - after calling Otacon

*First time

OTACON
First use a Stinger Missile to destroy the radome and disable its electronics.

*Second time

OTACON
I saw it in President Baker's top secret files. Rex has a free electron laser mounted on its belly.

OTACON
It's a laser weapon that discharges a laser beam into an electron beam that's been accelerated using giant magnets.

OTACON
It can generate an incredible amount of energy... pretty close to 100 megawatts. That's ten times greater than any other laser out there.

*Third time

OTACON
If Rex steps on you, it'll be all over. Be very careful when he gets close.

*Fourth time

OTACON
Rex is equipped with anti-tank missiles on both of his knees. They're a laser semi-active homing type that doesn't use wires.

OTACON
The shooter uses a laser illuminator to bounce a laser beam off the target. After that, the missile uses the light reflected off the target to home in on it.

OTACON
Fortunately, the missiles are tipped with HEAT rounds and not anti-personnel warheads. But if they hit you directly, you'll be sorry. Be careful.

*Fifth time

OTACON
The rail gun uses magnetism to fire projectiles. By perfecting the process of shell acceleration, the railgun is able to fire a projectile with a muzzle velocity of over 100 kilometers per second.

OTACON
It was originally going to be used, as part of SDI, to shoot down enemy ICBMs outside the atmosphere. It's ironic that now it's going to be used to deliver a nuclear warhead...

*Sixth time

OTACON
Rex is the first actual prototype model, but they've been doing virtual prototyping for a while now. They pop it into a VR simulation while it's still in the design phase. That way they can make improvements to the design while testing it under all sorts of simulated conditions.

OTACON
So even though it's a prototype, it's extremely well-designed. Be careful!

•Otacon
Prior to Jeep Battle

Liquid battle

*A or B, at random

(A)

OTACON
Snake, I don't know anything about fighting. But, you've got to beat Liquid!

(B)

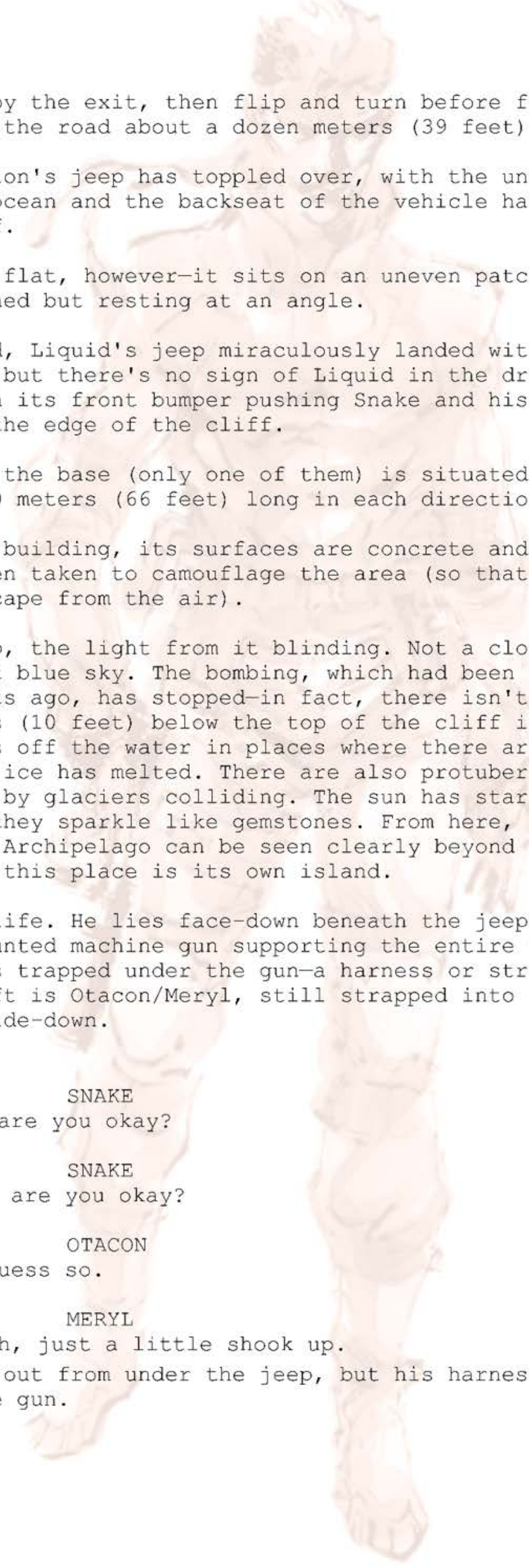
OTACON
If you look like you're about to fall off the back of Rex, press any button rapidly. You'll be able to climb up more quickly.

1.12

SECTION 5

Ending

エンディング



Ending 1

Outside the Base

The two jeeps crash by the exit, then flip and turn before finally coming to a stop off the road about a dozen meters (39 feet) away.

Snake and his companion's jeep has toppled over, with the underside of the jeep facing the ocean and the backseat of the vehicle hanging over the edge of the cliff.

The jeep isn't lying flat, however—it sits on an uneven patch of ice, meaning it's overturned but resting at an angle.

After bouncing around, Liquid's jeep miraculously landed with all four tires on the ground, but there's no sign of Liquid in the driver's seat. His jeep stopped with its front bumper pushing Snake and his companion's jeep teetering over the edge of the cliff.

The entrance/exit to the base (only one of them) is situated at a flat, square-shaped area 20 meters (66 feet) long in each direction.

Like the rest of the building, its surfaces are concrete and metal, though steps have been taken to camouflage the area (so that it looks like a natural landscape from the air).

The sun is already up, the light from it blinding. Not a cloud can be seen in the brilliant blue sky. The bombing, which had been relentless up until a few moments ago, has stopped—in fact, there isn't a bomber in sight. Several meters (10 feet) below the top of the cliff is frozen sea. The sun glitters off the water in places where there are cracks in the ice or where the ice has melted. There are also protuberances in the ice that were formed by glaciers colliding. The sun has started to dissolve these, and they sparkle like gemstones. From here, the mountains of the Fox Archipelago can be seen clearly beyond the horizon. It's hard to believe this place is its own island.

Snake comes back to life. He lies face-down beneath the jeep, which is tilting down, the mounted machine gun supporting the entire weight of the vehicle. Snake is trapped under the gun—a harness or strap is caught on it. To Snake's left is Otacon/Meryl, still strapped into the driver's seat and hanging upside-down.

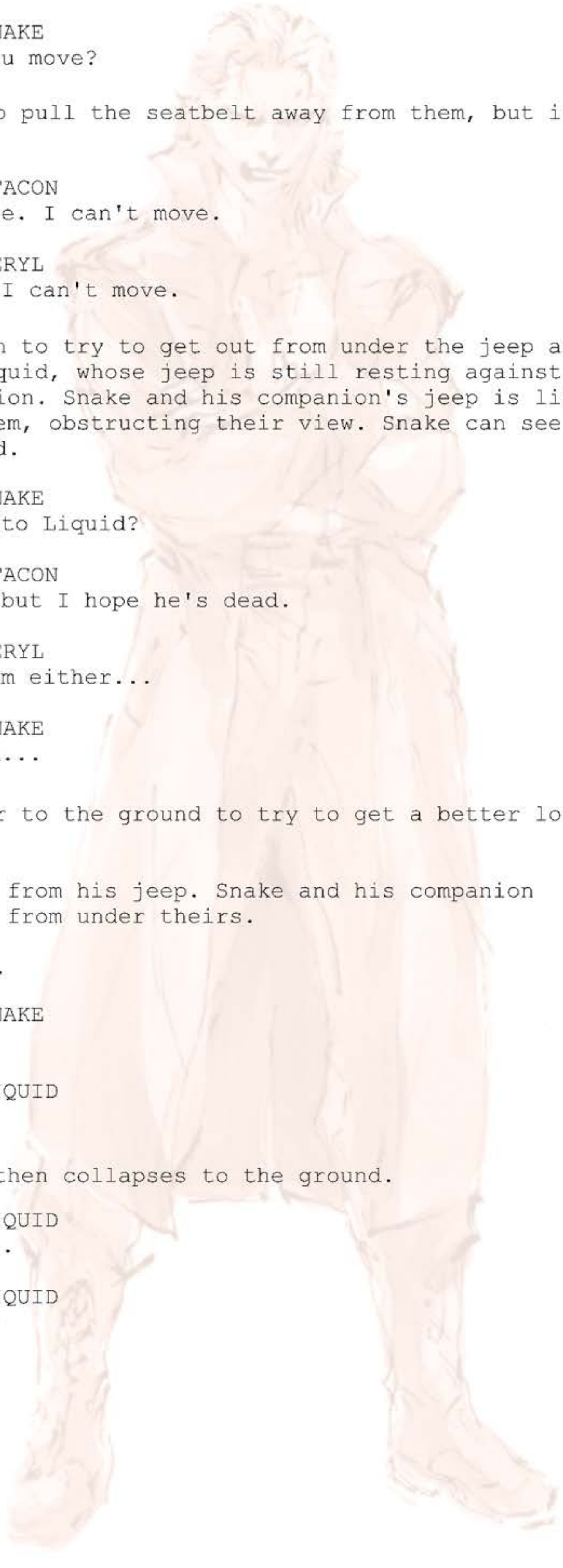
SNAKE
Meryl, are you okay?

SNAKE
Otacon, are you okay?

OTACON
... I guess so.

MERYL
... Yeah, just a little shook up.

Snake tries to crawl out from under the jeep, but his harness/strap is caught on the machine gun.



SNAKE
Meryl, can you move?

SNAKE
Otacon, can you move?

Otacon/Meryl slowly tries to pull the seatbelt away from them, but it won't budge.

OTACON
... It's no use. I can't move.

MERYL
It's no good. I can't move.

Snake does everything he can to try to get out from under the jeep and see what's going on with Liquid, whose jeep is still resting against theirs following the collision. Snake and his companion's jeep is like an umbrella hanging over them, obstructing their view. Snake can see Liquid's jeep but not Liquid.

SNAKE
What happened to Liquid?

OTACON
I don't know, but I hope he's dead.

MERYL
I can't see him either...

SNAKE
Liquid is dead...

Snake lowers his body closer to the ground to try to get a better look out.

Liquid comes tottering over from his jeep. Snake and his companion finally manage to crawl out from under theirs.

Liquid staggers toward them.

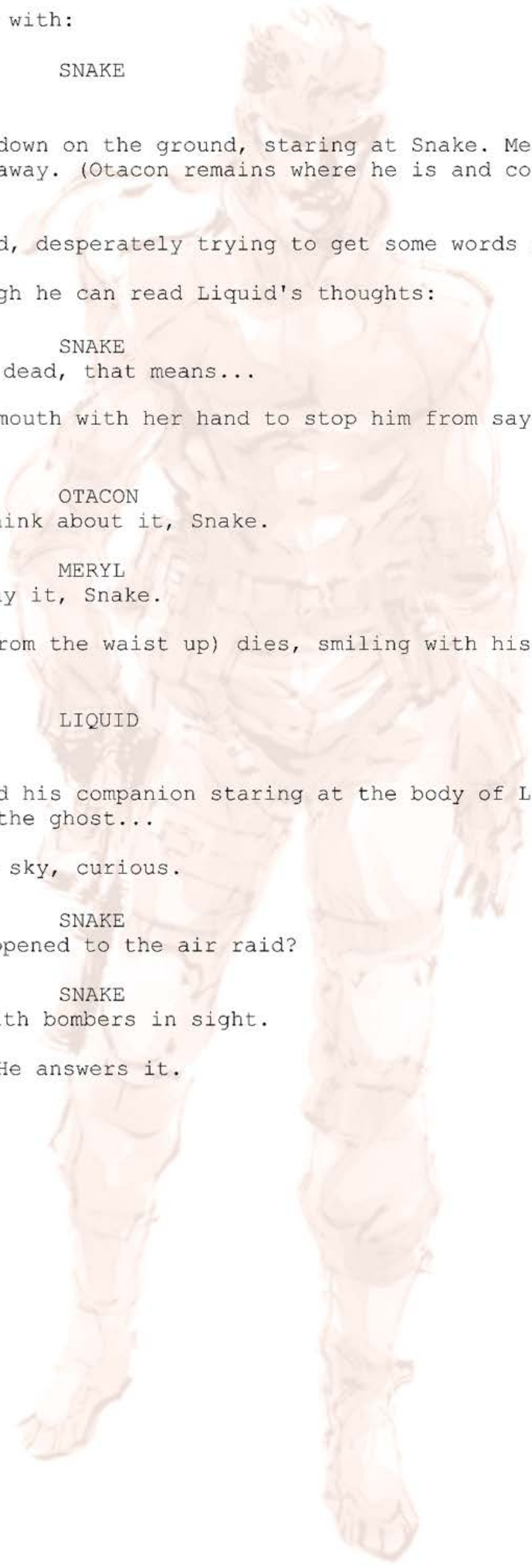
SNAKE
Uh oh!

LIQUID
Snake!

Liquid falls to his knees, then collapses to the ground.

LIQUID
... Snaaaake...

LIQUID
Fo-... Fox...?



Snake follows this up with:

SNAKE
Die...

Liquid twitches face-down on the ground, staring at Snake. Meryl leans into Snake and looks away. (Otacon remains where he is and covers his eyes with his arm.)

Liquid raises his hand, desperately trying to get some words out.

Snake mutters as though he can read Liquid's thoughts:

SNAKE
If he's dead, that means...

Meryl covers Snake's mouth with her hand to stop him from saying it. Otacon does nothing.

OTACON
Don't think about it, Snake.

MERYL
Don't say it, Snake.

Liquid (still naked from the waist up) dies, smiling with his last ounce of strength.

LIQUID
...

Wide shot of Snake and his companion staring at the body of Liquid, who has finally given up the ghost...

Snake looks up at the sky, curious.

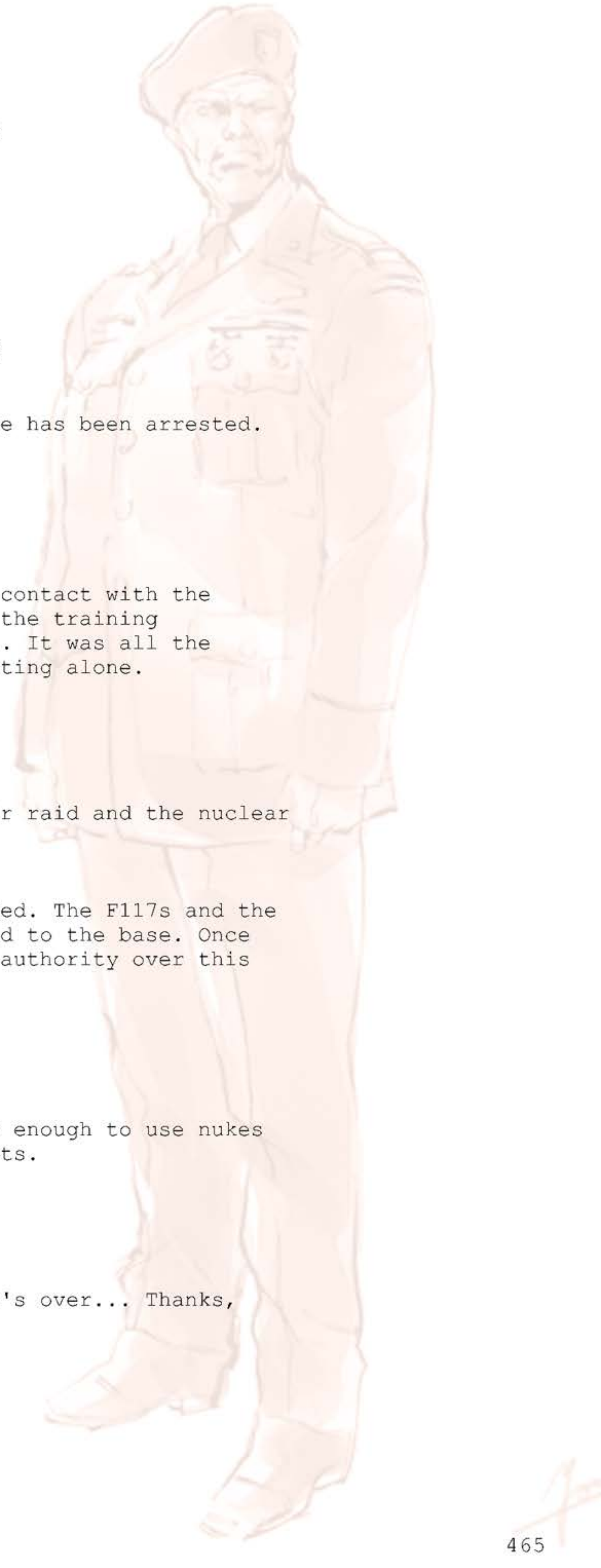
SNAKE
What happened to the air raid?

SNAKE
No Stealth bombers in sight.

Snake's Codec rings. He answers it.

Ending 2

Ending Codec Call



CAMPBELL
Snake, can you hear me?

SNAKE
Colonel!

CAMPBELL
Are you okay?

SNAKE
Colonel, what happened?

CAMPBELL
The Secretary of Defense has been arrested. Early retirement.

SNAKE
Arrested?

CAMPBELL
I was able to get into contact with the President. Metal Gear, the training exercise... all of it... It was all the Secretary of Defense acting alone.

SNAKE
Acting alone?

SNAKE
What happened to the air raid and the nuclear strike?

CAMPBELL
The orders were rescinded. The F117s and the B2 Spirits have returned to the base. Once again, I have complete authority over this operation.

SNAKE
I see...

CAMPBELL
Washington isn't stupid enough to use nukes to cover up a few secrets.

SNAKE
I wonder about that.

CAMPBELL
In any case, the danger's over... Thanks, Snake.

*If Meryl is alive

SNAKE
Colonel, you can rest easy. Meryl's fine.

CAMPBELL
Really? Thanks... Thank you, Snake.

*If Meryl is dead

SNAKE
Colonel, about Meryl...

CAMPBELL
with grief I already know...

CAMPBELL
sinking into silence ...

SNAKE
Colonel?

CAMPBELL
Meryl was... my daughter.

SNAKE
What?

CAMPBELL
I didn't find out until recently. I got a letter from her mother... my dead brother's wife... I was going to tell her after this operation was over.

SNAKE
Colonel, I...

CAMPBELL
It's okay, Snake. Thanks, anyway.

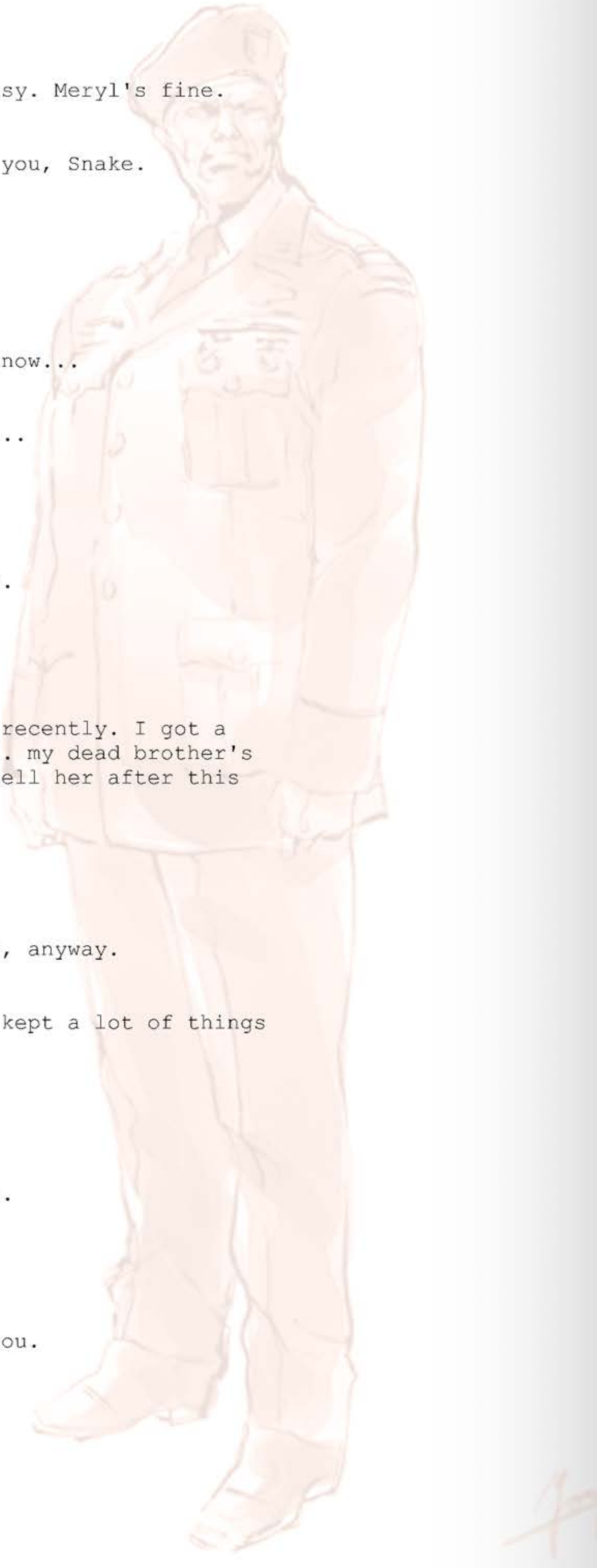
CAMPBELL
Snake. I'm sorry I... I kept a lot of things from you.

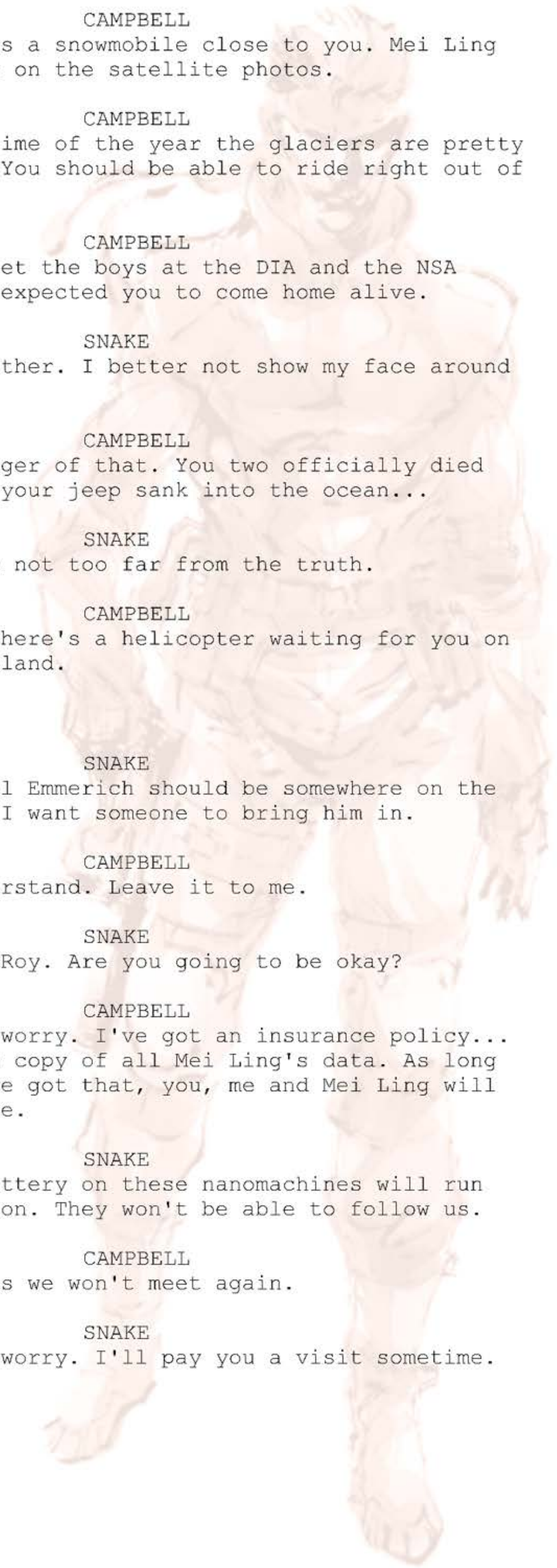
SNAKE
It's okay, Colonel.

CAMPBELL
Snake, I'm not a Colonel.

SNAKE
Oh that's right.

CAMPBELL
I've got a present for you.





CAMPBELL
There's a snowmobile close to you. Mei Ling saw it on the satellite photos.

CAMPBELL
This time of the year the glaciers are pretty calm. You should be able to ride right out of there.

CAMPBELL
I'll bet the boys at the DIA and the NSA never expected you to come home alive.

SNAKE
Me neither. I better not show my face around here.

CAMPBELL
No danger of that. You two officially died after your jeep sank into the ocean...

SNAKE
That's not too far from the truth.

CAMPBELL
Also there's a helicopter waiting for you on Fox Island.

*If Meryl is alive

SNAKE
Dr. Hal Emmerich should be somewhere on the base. I want someone to bring him in.

CAMPBELL
I understand. Leave it to me.

SNAKE
Okay, Roy. Are you going to be okay?

CAMPBELL
Don't worry. I've got an insurance policy... a hard copy of all Mei Ling's data. As long as I've got that, you, me and Mei Ling will be fine.

SNAKE
The battery on these nanomachines will run out soon. They won't be able to follow us.

CAMPBELL
I guess we won't meet again.

SNAKE
Don't worry. I'll pay you a visit sometime.

CAMPBELL
Really? I'll look forward to that.

SNAKE
Roy, just tell me one thing.

CAMPBELL
What?

SNAKE
About FoxDie.

*Only if Meryl is alive

CAMPBELL
Meryl will be fine. She wasn't included in its programming.

SNAKE
What about me? It killed Liquid...

CAMPBELL
Naomi said that she wants to talk to you face to face about that.

SNAKE
How is she?

CAMPBELL
Don't worry. Mei Ling's with her right now.

CAMPBELL
I'm switching over to Naomi.

Naomi comes on.

NAOMI
Snake, it's me...

SNAKE
Naomi...

NAOMI
I heard about my brother...

SNAKE
I'm sorry... but he had one last message he wanted to say to you.

NAOMI
What...?

SNAKE
He told me to tell you to forget about him and to go on with your own life.

(Snake doesn't tell her what Fox actually said.)

NAOMI
moved to tears Frankie said that?

SNAKE
Yeah. He also said he'll always love you...

SNAKE
Naomi, your brother just saved you, me, and the whole world.

SNAKE
He fought with every ounce of strength in his body.

NAOMI
Maybe... Maybe now he's finally found some peace.

NAOMI
He wasn't really my brother anymore... Ever since he fought with you in Zanzibar he's been like a ghost.

NAOMI
A ghost looking for a place to die...

Naomi cries for a little.

SNAKE
Naomi, Liquid died from FoxDie too. What about me? When am I gonna go?

NAOMI
That's up to you.

SNAKE
What do you mean?

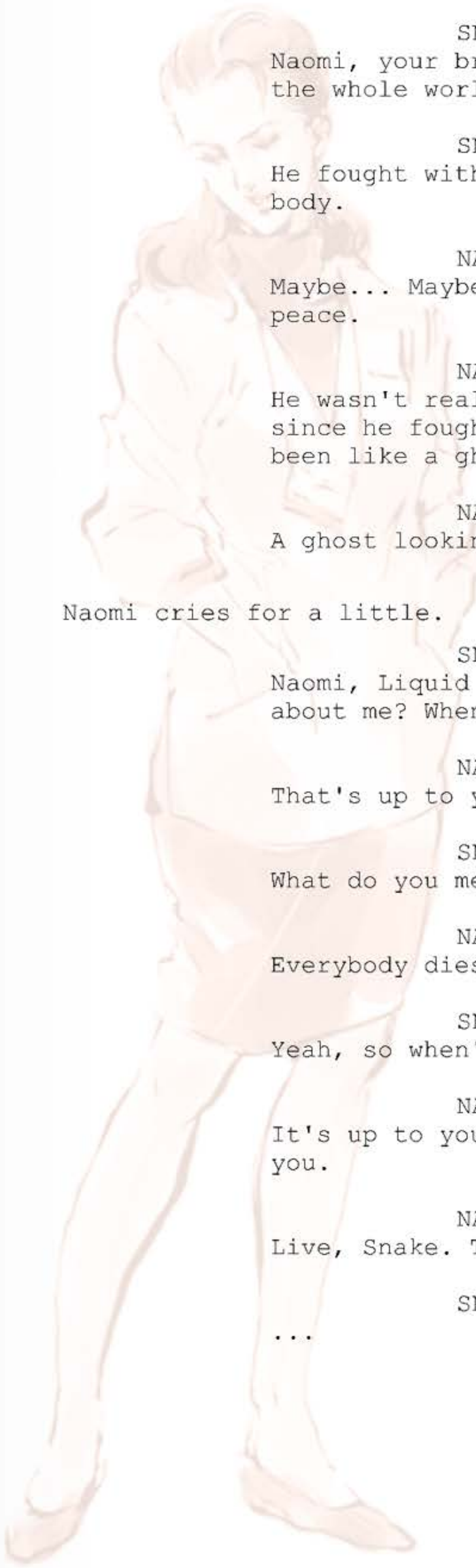
NAOMI
Everybody dies when their time's up...

SNAKE
Yeah, so when's mine up?

NAOMI
It's up to you how you use the time left to you.

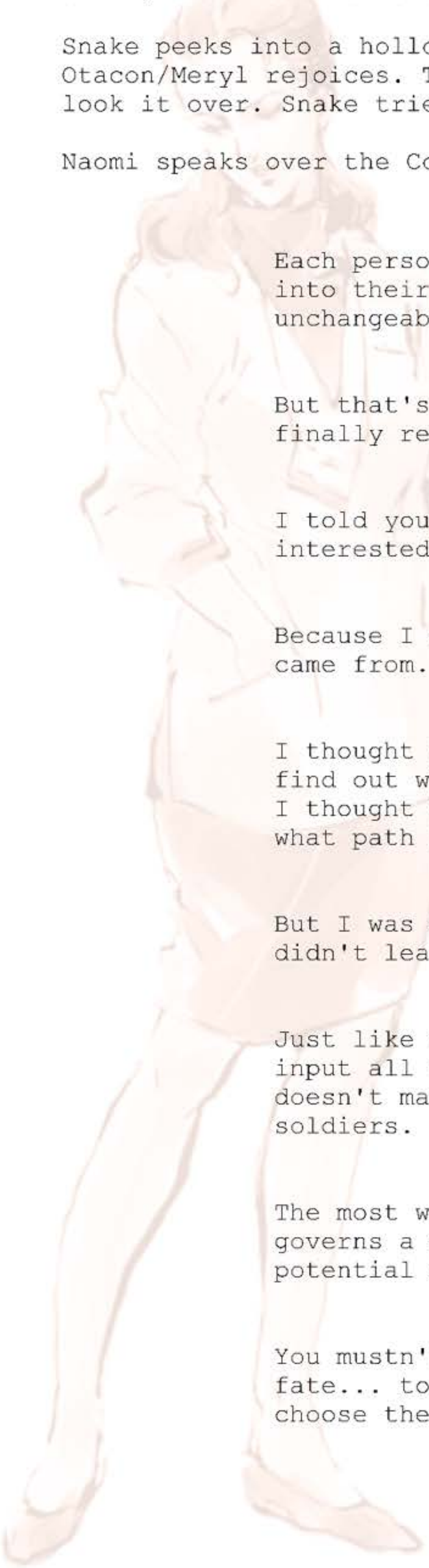
NAOMI
Live, Snake. That's all I can say to you.

SNAKE
...



Ending 3

Ending Cutscene (Outside the Base)



Snake and Otacon/Meryl start walking.

They look at the jeep wreckage and Liquid's body as they walk past them. Snake and his companion continue down a relatively gentle slope of the cliff, then look for the point Campbell was talking about.

Snake peeks into a hollow in the cliff, where he finds the snowmobile. Otacon/Meryl rejoices. They push the snowmobile out onto the ice and look it over. Snake tries starting it up. It works.

Naomi speaks over the Codec.

NAOMI

Each person is born with their fate written into their own genetic code... It's unchangeable, immutable...

NAOMI

But that's not all there is to life. I finally realized that.

NAOMI

I told you before. The reason that I was interested in genes and DNA.

NAOMI

Because I wanted to know who I was... where I came from.

NAOMI

I thought that if I analyzed my DNA I could find out who I was, who my parents were. And I thought that if I knew that, then I'd know what path I should take in life.

NAOMI

But I was wrong. I didn't find anything. I didn't learn anything.

NAOMI

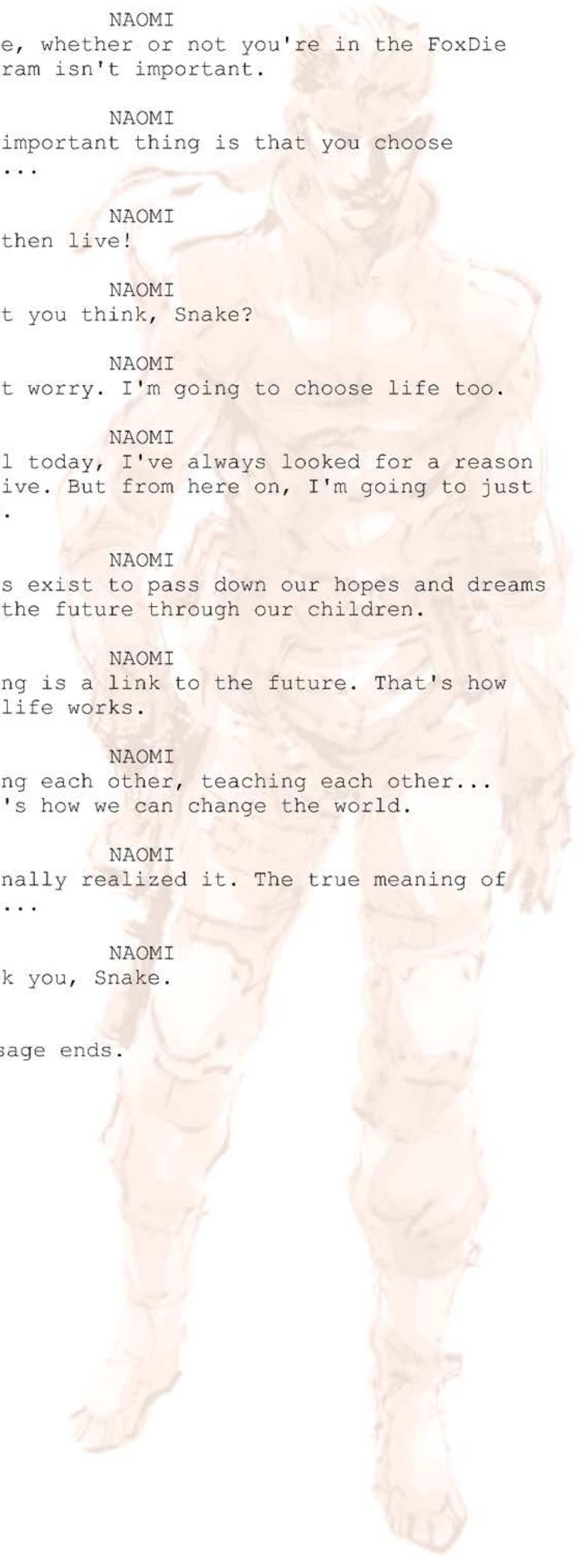
Just like with the Genome Soldiers... You can input all the genetic information, but that doesn't make them into the strongest soldiers.

NAOMI

The most we can say about DNA is that it governs a person's potential strengths... potential destiny.

NAOMI

You mustn't allow yourself to be chained to fate... to be ruled by your genes. Humans can choose the type of life they want to live.



NAOMI

Snake, whether or not you're in the FoxDie program isn't important.

NAOMI

The important thing is that you choose life...

NAOMI

And then live!

NAOMI

Don't you think, Snake?

NAOMI

Don't worry. I'm going to choose life too.

NAOMI

Until today, I've always looked for a reason to live. But from here on, I'm going to just live.

NAOMI

Genes exist to pass down our hopes and dreams for the future through our children.

NAOMI

Living is a link to the future. That's how all life works.

NAOMI

Loving each other, teaching each other... That's how we can change the world.

NAOMI

I finally realized it. The true meaning of life...

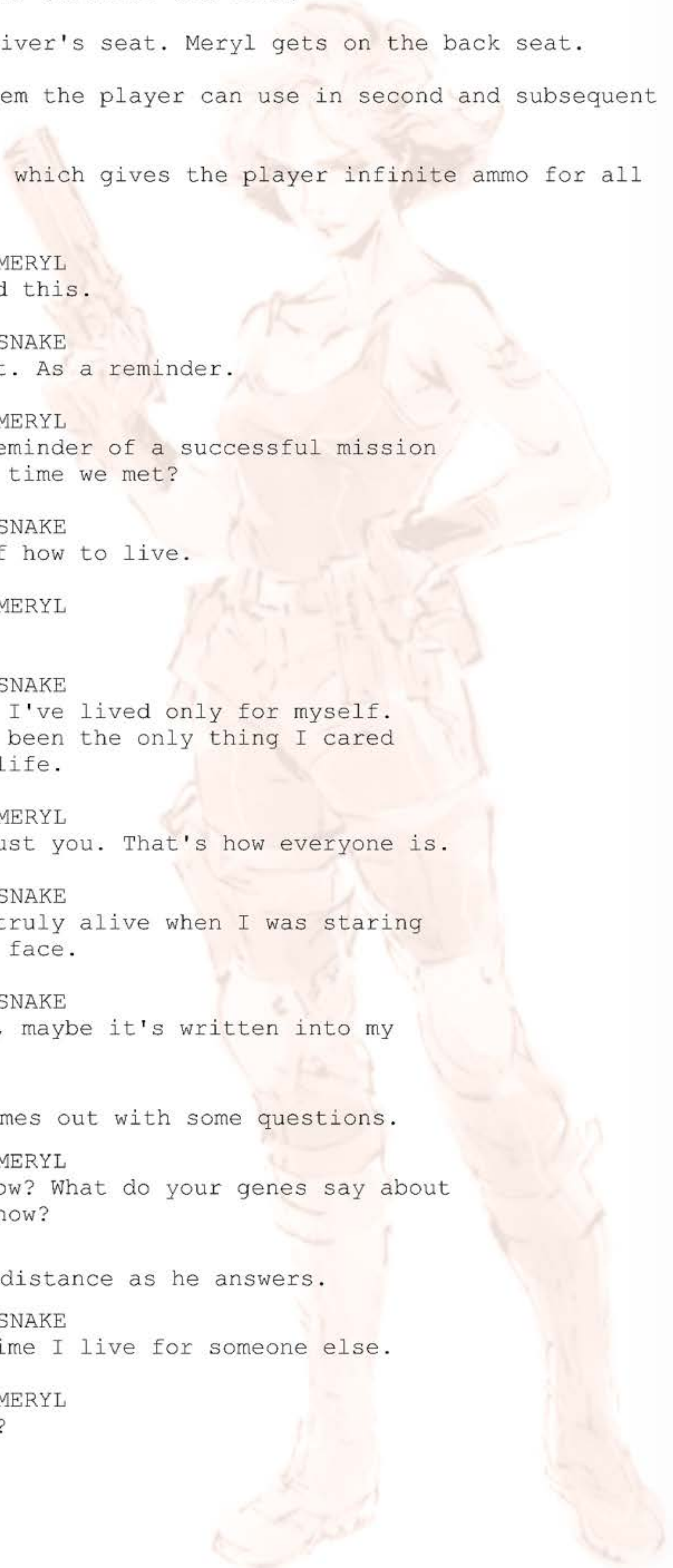
NAOMI

Thank you, Snake.

Naomi's Codec message ends.

Ending 4

Meryl Alive Ending Cutscene (Outside the Base)



Snake is sitting in the driver's seat. Meryl gets on the back seat.

Meryl discovers a bonus item the player can use in second and subsequent playthroughs.

It's the Infinity Bandana, which gives the player infinite ammo for all weapons.

MERYL
Look. I found this.

SNAKE
Let's keep it. As a reminder.

MERYL
Of what? A reminder of a successful mission
or the first time we met?

SNAKE
A reminder of how to live.

MERYL
?

SNAKE
Until today, I've lived only for myself.
Survival has been the only thing I cared
about in my life.

MERYL
That's not just you. That's how everyone is.

SNAKE
I only felt truly alive when I was staring
Death in the face.

SNAKE
I don't know, maybe it's written into my
genes.

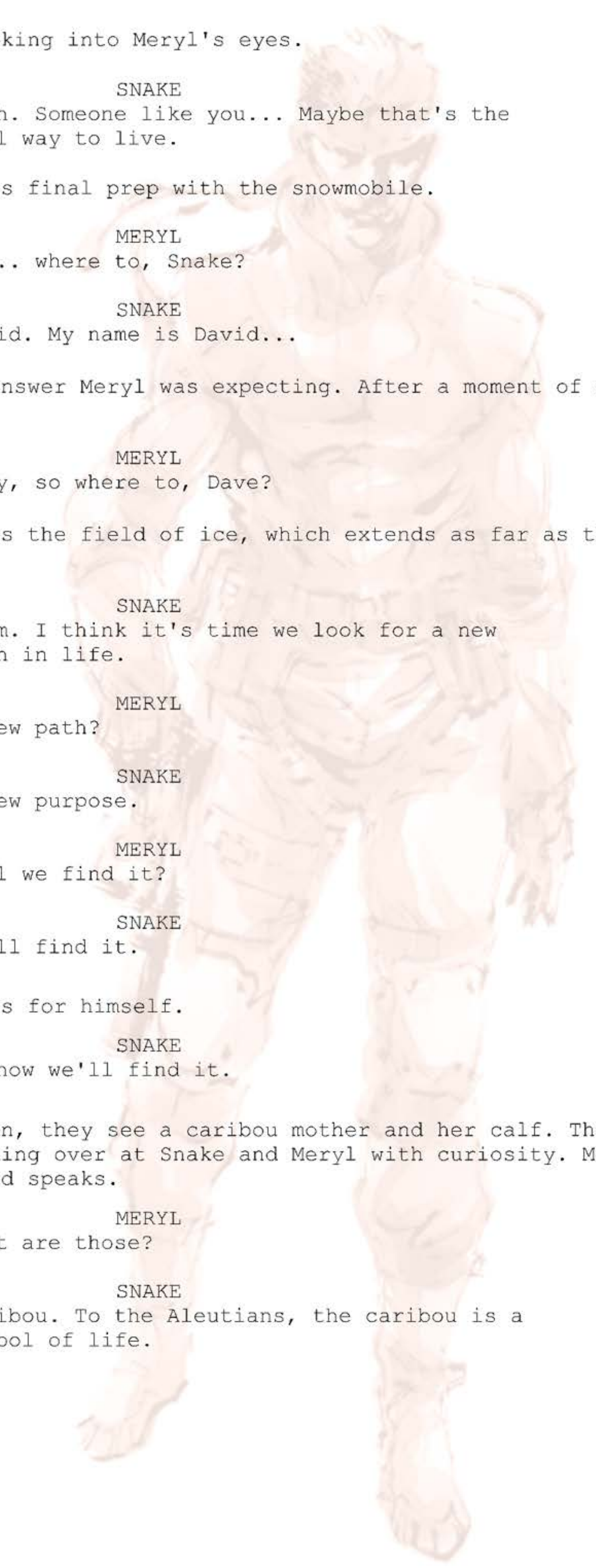
Meryl leans forward and comes out with some questions.

MERYL
What about now? What do your genes say about
your future now?

Snake stares off into the distance as he answers.

SNAKE
Maybe it's time I live for someone else.

MERYL
Someone else?



Snake speaks, looking into Meryl's eyes.

SNAKE
Yeah. Someone like you... Maybe that's the real way to live.

Snake finishes his final prep with the snowmobile.

MERYL
So... where to, Snake?

SNAKE
David. My name is David...

This wasn't the answer Meryl was expecting. After a moment of confusion, she smiles.

MERYL
Okay, so where to, Dave?

Snake looks across the field of ice, which extends as far as the eye can see.

SNAKE
Hmmm. I think it's time we look for a new path in life.

MERYL
A new path?

SNAKE
A new purpose.

MERYL
Will we find it?

SNAKE
We'll find it.

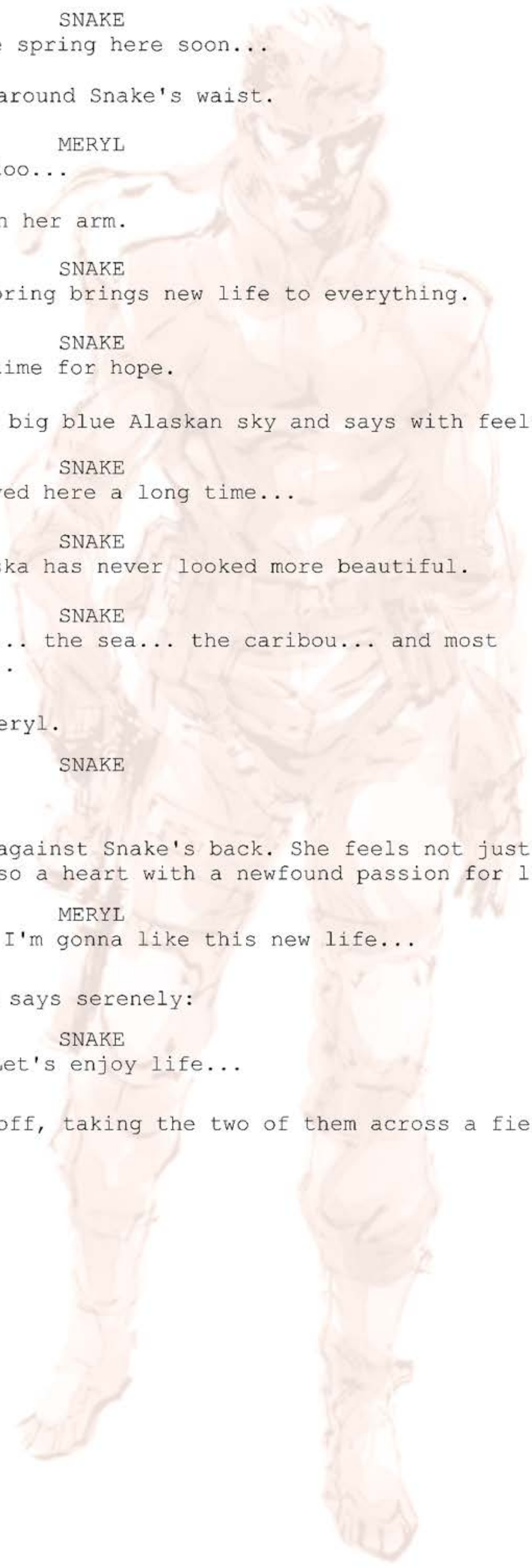
Snake repeats this for himself.

SNAKE
I know we'll find it.

Off in the horizon, they see a caribou mother and her calf. They stretch their necks, looking over at Snake and Meryl with curiosity. Meryl points at them and speaks.

MERYL
What are those?

SNAKE
Caribou. To the Aleutians, the caribou is a symbol of life.



SNAKE
It'll be spring here soon...

Meryl wraps her arms around Snake's waist.

MERYL
For us too...

Snake places a hand on her arm.

SNAKE
Yeah. Spring brings new life to everything.

SNAKE
It's a time for hope.

Snake looks up at the big blue Alaskan sky and says with feeling:

SNAKE
I've lived here a long time...

SNAKE
But Alaska has never looked more beautiful.

SNAKE
The sky... the sea... the caribou... and most of all...

Snake looks back at Meryl.

SNAKE
You...

Meryl rests her face against Snake's back. She feels not just the heat from his body, but also a heart with a newfound passion for life.

MERYL
I think I'm gonna like this new life...

Snake looks ahead and says serenely:

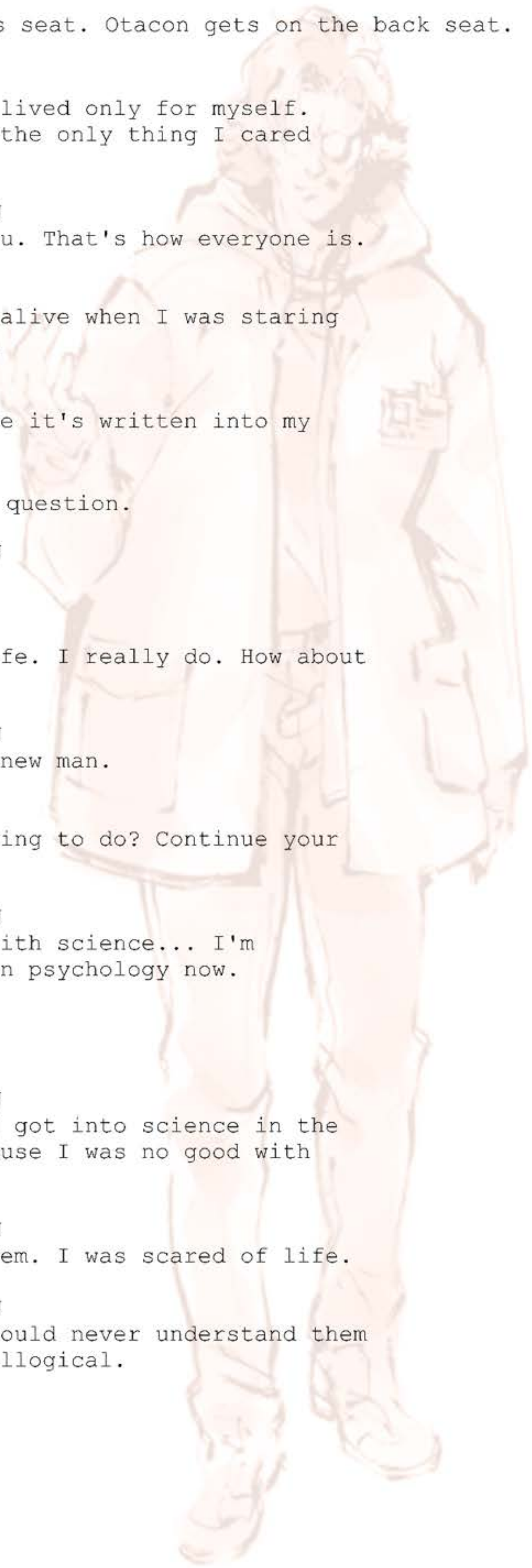
SNAKE
C'mon. Let's enjoy life...

The snowmobile races off, taking the two of them across a field of ice without roads...

Ending 5

Meryl Dead Ending Cutscene (Outside the Base)

Snake is sitting in the driver's seat. Otacon gets on the back seat.



SNAKE
Until today, I've lived only for myself. Survival has been the only thing I cared about in my life.

OTACON
That's not just you. That's how everyone is.

SNAKE
I only felt truly alive when I was staring Death in the face.

SNAKE
I don't know, maybe it's written into my genes.

Otacon leans forward and asks a question.

OTACON
What about now?

SNAKE
I want to enjoy life. I really do. How about you, Otacon?

OTACON
Me? I feel like a new man.

SNAKE
So what are you going to do? Continue your research?

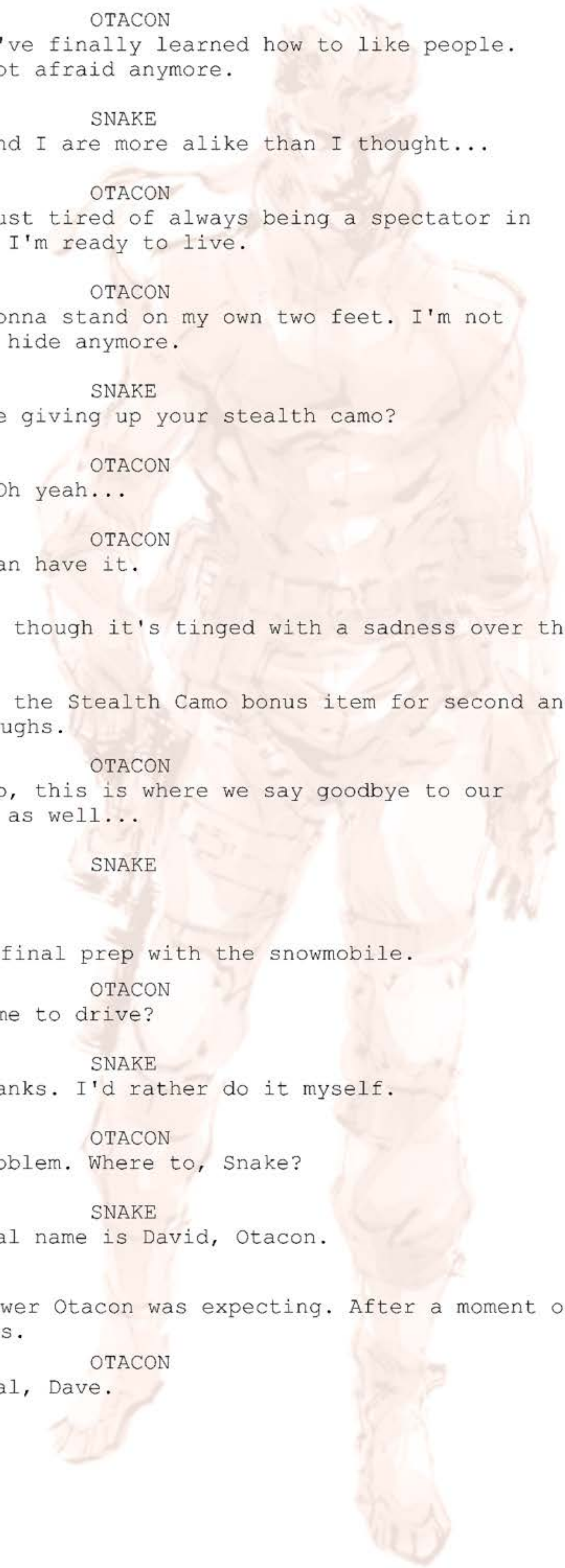
OTACON
No, I'm finished with science... I'm interested in human psychology now.

SNAKE
Sounds good...

OTACON
The whole reason I got into science in the first place was cause I was no good with people.

OTACON
I was scared of them. I was scared of life.

OTACON
I thought that I could never understand them cause they're so illogical.



OTACON
But I've finally learned how to like people.
I'm not afraid anymore.

SNAKE
You and I are more alike than I thought...

OTACON
I'm just tired of always being a spectator in
life. I'm ready to live.

OTACON
I'm gonna stand on my own two feet. I'm not
gonna hide anymore.

SNAKE
You're giving up your stealth camo?

OTACON
Huh? Oh yeah...

OTACON
You can have it.

They share a laugh, though it's tinged with a sadness over those they lost.

The player receives the Stealth Camo bonus item for second and subsequent playthroughs.

OTACON
... So, this is where we say goodbye to our
loves as well...

SNAKE
...

Snake finishes his final prep with the snowmobile.

OTACON
Want me to drive?

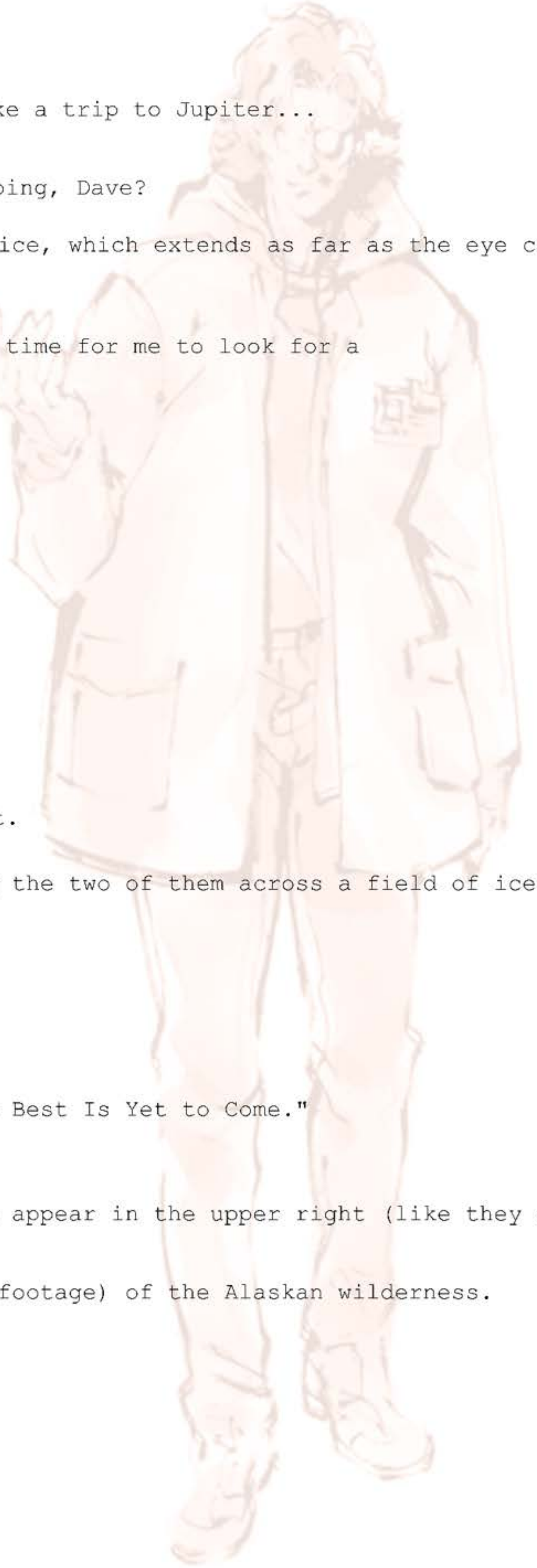
SNAKE
No thanks. I'd rather do it myself.

OTACON
No problem. Where to, Snake?

SNAKE
My real name is David, Otacon.

This wasn't the answer Otacon was expecting. After a moment of confusion, he smiles.

OTACON
I'm Hal, Dave.



SNAKE
Oh, that's right... Hal. Hal and Dave? That's a good one.

They enjoy a good laugh.

SNAKE
Maybe we should take a trip to Jupiter...

OTACON
So where are you going, Dave?

Snake looks across the field of ice, which extends as far as the eye can see.

SNAKE
Hmmm. I think it's time for me to look for a new path in life.

OTACON
A new path?

SNAKE
A new purpose.

OTACON
Will you find it?

SNAKE
I'll find it.

Snake repeats this for himself.

SNAKE
I know I'll find it.

The snowmobile races off, taking the two of them across a field of ice without roads...

Ending 6
Final Ending Cutscene

Music starts (Celtic song): "The Best Is Yet to Come."

Vocals: Aoife Ní Fhearraigh

Japanese subtitles of the lyrics appear in the upper right (like they do in movies).

News footage (live-action color footage) of the Alaskan wilderness.

Mountains, magnificent glaciers, herds of caribou, blueberries, etc...

The scene gradually moves inland... The thaw begins.

Staff credits roll over the footage, from bottom to top.

The footage fades out partway through, and the credits continue on a black background.

Directed by Hideo Kojima

End of staff credits.

Fade out in middle of screen.

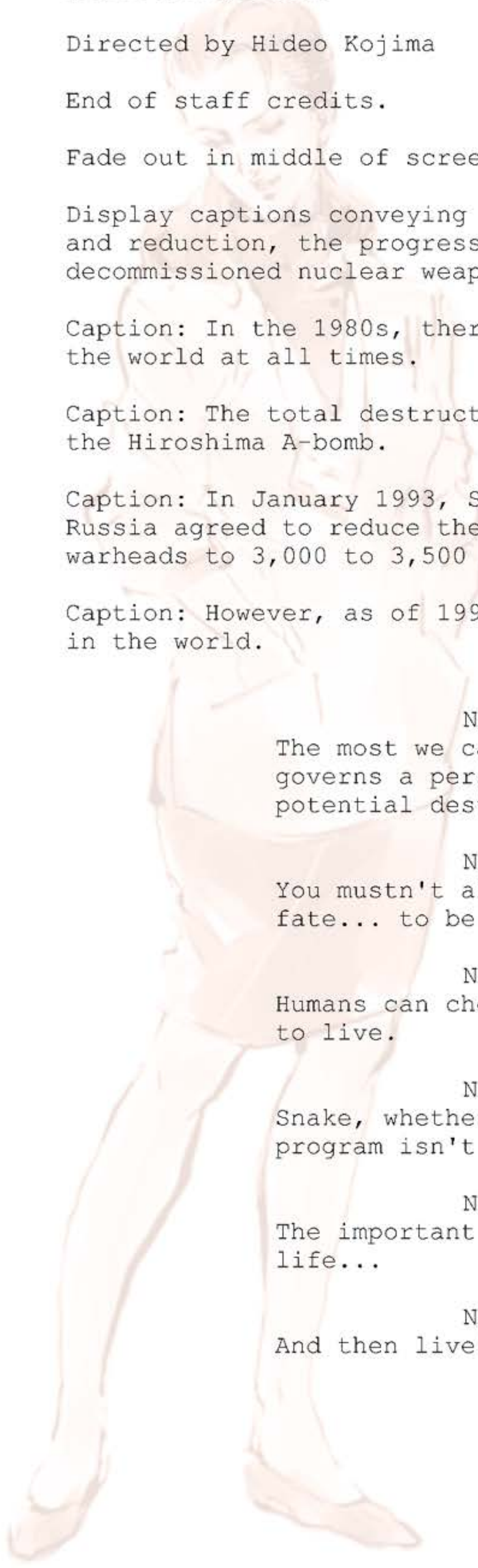
Display captions conveying the current state of nuclear weapons storage and reduction, the progress of START, CTBT, etc., and the number of decommissioned nuclear weapons as of 1998, etc.

Caption: In the 1980s, there were more than 60,000 nuclear warheads in the world at all times.

Caption: The total destructive power amounted to 1 million times that of the Hiroshima A-bomb.

Caption: In January 1993, START-2 was signed and the United States and Russia agreed to reduce the number of deployed strategic nuclear warheads to 3,000 to 3,500 in each nation by December 31, 2000.

Caption: However, as of 1998, there still exist 26,000 nuclear warheads in the world.



NAOMI
The most we can say about DNA is that it governs a person's potential strengths... potential destiny.

NAOMI
You mustn't allow yourself to be chained to fate... to be ruled by your genes.

NAOMI
Humans can choose the type of life they want to live.

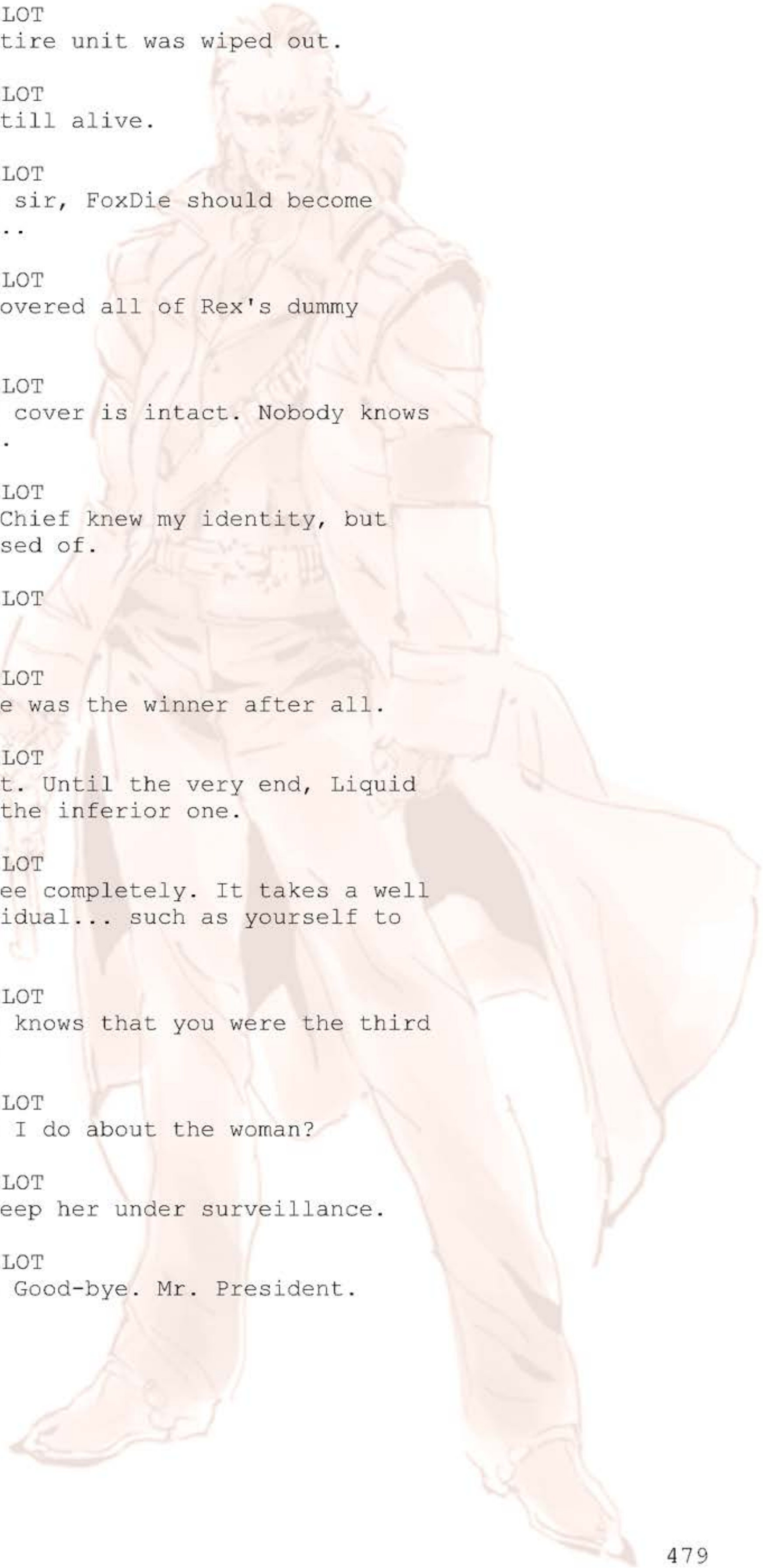
NAOMI
Snake, whether or not you're in the FoxDie program isn't important.

NAOMI
The important thing is that you choose life...

NAOMI
And then live!

Black Screen

Codec voices over a black background.



OCELOT
Yes sir. The entire unit was wiped out.

OCELOT
Those two are still alive.

OCELOT
The vector? Yes sir, FoxDie should become activated soon...

OCELOT
Yes, sir. I recovered all of Rex's dummy warhead data.

OCELOT
... No, sir. My cover is intact. Nobody knows who I really am.

OCELOT
Yes, the DARPA Chief knew my identity, but he's been disposed of.

OCELOT
Yes.

OCELOT
The inferior one was the winner after all.

OCELOT
... That's right. Until the very end, Liquid thought he was the inferior one.

OCELOT
Yes, sir. I agree completely. It takes a well -balanced individual... such as yourself to rule the world.

OCELOT
No, sir. No one knows that you were the third one... Solidus.

OCELOT
... What should I do about the woman?

OCELOT
Yes sir. I'll keep her under surveillance.

OCELOT
Yes. Thank you. Good-bye. Mr. President.

Codec Conversations

無線会話集

•Campbell

Opening Tutorials

How to use the Codec

CAMPBELL
Snake. Just to make sure, let's review how to use the Codec system.

CAMPBELL
Snake, if you want to send a transmission, first press the Codec Button. That will put you in Codec Mode.

CAMPBELL
When you're at the Codec Screen, press the right or left Directional Button to change the frequency. Then press up on the Directional Button or press the Action Button to transmit at that frequency.

CAMPBELL
The Codec also automatically stores the frequencies of the people you've spoken to. To open the Memory Window, press down on the Directional Button at the Codec Screen.

CAMPBELL
The Memory Window will show a list of all the frequencies. All you have to do is to select the frequency you want and press the Action Button to transmit.

CAMPBELL
If you want to switch back to the normal Codec Mode, just press the Codec or Crawl Button.

Alert and Evasion Modes

CAMPBELL
If you're spotted, all the enemies will come to attack you at once. That's Alert Mode.

CAMPBELL
In that case, there are only two ways to get out of danger. Either kill all the enemies that are coming after you, or escape from them for a certain amount of time.

CAMPBELL
You'll see a timer in the upper right radar portion of the screen. That will tell you how much more time you need to stay out of sight in order to get out of Alert Mode.

CAMPBELL
If you can escape until that counter reaches zero, the enemies will stop attacking you and you'll enter Evasion Mode.

NAOMI
But don't relax just because you're in Evasion Mode. The enemies will still be looking for you, so make sure you stay hidden so they can't find you.

NAOMI
When the counter in the radar portion of the screen reaches zero again, the enemies will return to their positions. That's when you can breathe a sigh of relief.

CAMPBELL
In any case, the most important thing is not to let the enemy see you. I want you to avoid any unnecessary combat.

Hand-to-hand combat

*Player hasn't acquired a weapon yet

CAMPBELL
You still don't have a weapon. If you get into combat, you'll have to rely on your bare hands.

CAMPBELL
Listen up, Snake. In unarmed combat, your basic weapon is the punch. Press the Action Button. If you press it repeatedly, you can take your enemy out with a combo.

CAMPBELL
Not only that. When you're not holding a weapon, you can do a throw move by getting close to your enemy and pressing the Weapon Button while you hold down the Directional Button. That does more damage than a punch.

CAMPBELL
If you press the Weapon Button without holding down the Directional Button, you can strangle your enemy. You can knock them out for a little while or if you keep doing it, you can take 'em out permanently. The choice is up to you. But use it wisely.

O2 Gauge

CAMPBELL
The O2 Gauge is automatically displayed whenever you're underwater or surrounded by gas. It represents one breath.

*First time only

CAMPBELL
When the O2 Gauge reaches zero, your Life Gauge will begin to go down.

Intrusion Mode

CAMPBELL
Snake, when you enter a narrow space, you'll automatically go into Intrusion Mode. Press up on the Directional Button to go forward and down to retreat backwards. You can also press right or left to face either direction.

*First time only

CAMPBELL
Advance while hiding yourself. Pay attention to the enemies' actions and make sure you're not discovered.

NAOMI
But be careful. You can't attack while you're in Intrusion Mode either.

CAMPBELL
And even if you go into Intrusion Mode while you're being chased, the enemy's grenades will still follow you.

Corner View Mode

CAMPBELL
Snake, when you're up against certain walls or obstacles, you can look behind you while you're still hidden. We call that Corner View Mode. Use it skillfully to see the openings in your enemy's actions and avoid being spotted while advancing.

*First time only

NAOMI
In Corner View Mode you can hit the wall and make a noise, by pressing the Action Button.

SNAKE
So I can trick the enemy and lure him my way, huh.

NAOMI
You're good at tricking people, aren't you?

SNAKE
Only beautiful women like yourself.

Stepping left and right in First Person View Mode

CAMPBELL
Snake, when you're in First Person View Mode, you can step to the right by pressing the Weapon Quick Change Button or step to the left by pressing the Item Quick Change Button.

SNAKE
So I can just step out of the shadows and see what's up ahead, huh.

NAOMI
Yes. But remember that when you step out of the shadows you'll be easier to spot. So if you're in danger, let go of the button and get back into the shadows in a hurry, alright?

Crawling

CAMPBELL
Snake, crawling is an important way to get through tight, narrow spaces. But you won't be able to attack while you're doing it, so be careful.

CAMPBELL
If you want to stand up, press the Crawl Button again.

Looking at Item Boxes in First Person View Mode

CAMPBELL
If you find an Item Box, it's a good idea to get close and look at it in First Person View Mode. You'll be able to see what's inside.

Using enemies as a human shield

CAMPBELL
If you grab your enemy in a choke hold, you'll be able to drag him around. That way, you can use his body as a human shield.

•Campbell

Special Situations

Smoking a cigarette

*First time only

NAOMI
disdainfully Are you smoking?

SNAKE
Yeah, so what?

NAOMI
Didn't you know that cigarettes contain benzopyrene, a chemical that leads to lung cancer?

NAOMI
We now know that when benzopyrene enters the body, it changes to benzopyrene diolepoxide (BPDE) and attaches to the receptors on the P53 gene, the gene which causes lung cancer.

NAOMI
The BPDE attaches to the P53 gene in three specific locations and causes pre-cancerous changes to the lung tissue.

SNAKE
You know a lot about science, but you don't know how good a cigarette tastes in the morning.

Obtained a cardboard box

CAMPBELL
What have you got there? A cardboard box?

SNAKE
Yeah. Remember that trick?

CAMPBELL
That's the Snake I remember. Those poor fools won't know what hit 'em.

In front of a door

*If player doesn't have a card

CAMPBELL
Snake, that door is protected by a security system. It won't open without the right security card.

*If player has a card

CAMPBELL

You can only open the door with a security card that's got the same or a higher security clearance than the door.

•Mei Ling

Post-Save Conversations

Proverbs - early part of the game

(1)

MEI LING

Snake, remember what De Gaulle said, "The graveyards are full of indispensable men."

MEI LING

Snake, you're all alone and surrounded by bad guys. Try to be careful and avoid getting into a fight whenever you can.

SNAKE

You're right. Wow. You know all sorts of great quotes, don't you?

MEI LING

Well, both my parents are from Guangdong, China, but I was born and raised in America. I've always liked reading literature from both sides... Kinda keeps me in touch. I'll share some more quotes with you if you like.

SNAKE

I'm looking forward to it. But to tell you the truth, I'd like to learn more about you.

MEI LING

Well... I'll think about it.

(2)

MEI LING

Snake, listen to what Lao-Tze said, "He who knows that enough is enough will always have enough."

MEI LING

Just cause you see an item doesn't mean that you always have to get it.

MEI LING

If you don't really need it, think twice before you stick your neck out. It might not be worth it.

(3)

MEI LING
Snake, like Shakespeare said, ”Nought's had, all's spent, where our desire is got without content.”

MEI LING
Basically, it means that your desire can get you into trouble if you're not careful.

MEI LING
That goes for items too. Don't get too greedy or you might be sorry. Be careful, Snake.

(4)

MEI LING
Snake, in China they say, ”You must cross the river before you tell the crocodile he has bad breath.” Do you know what that means?

MEI LING
It means that the wise man avoids danger first. Use your brain to avoid traps and stay away from the enemy.

(5)

MEI LING
Snake, have you ever heard the saying, ” Friendly counsel cuts off many foes”?

MEI LING
It means that a little bit of advice from friends can save you a lot of trouble. You should think about it.

MEI LING
If you're in trouble or if you need some information about something, please contact Colonel Campbell or someone else. Okay?

(6)

MEI LING
In my parents' homeland they say, ”If there are more wolves, the people are eaten; if there are more people, the wolves are eaten.”

MEI LING
That means the side with the greater numbers is usually the winner. You're badly outnumbered Snake... Try not to let them see you.

(7)

MEI LING
Snake, like Confucius said, "The cautious seldom err."

MEI LING
If you proceed cautiously, you probably won't make a big mistake. Snake, even after you get used to the mission, don't lose your concentration.

Proverbs - middle part of the game

(1)

MEI LING
In China, they say, "Rashness brings success to few, misfortune to many."

MEI LING
Snake, go forward when it's safe, but retreat when there's danger. You'll just have to play it by ear depending on the circumstances.

(2)

MEI LING
The Chinese say, "It is the strong swimmer who most often drowns."

MEI LING
It is because the strong swimmer overestimates his abilities and underestimates the strength of the river. You are probably quite used to the mission now, but don't get careless.

(3)

MEI LING
There's a Chinese proverb, "The mind cannot be in two places at once."

MEI LING
Make sure that you're not thinking of something else during the mission, okay?

(4)

MEI LING
"Gather ye rosebuds while ye may, old time is still aflying, and this same flower, that smiles today, tomorrow will be dying."

MEI LING
Snake, laughter is the best medicine.

MEI LING
You should be happy you've got enough free time to play a game. Enjoy yourself, okay?

(5)

MEI LING
In Paradise Lost, Milton wrote,"Solitude sometimes is best society, and short retirement urges sweet return."

MEI LING
Is that why you came back, Snake? You got tired of your "short retirement" in Alaska, huh?

(6)

MEI LING
"The proud man does not eat rotting meat even when hungry, nor steal water from another's well when he thirsts."

MEI LING
But... on the other hand, you were forced to steal or find every item you've got, so I guess I shouldn't say that.

(7)

MEI LING
In China, they say, "Once the fox gets his nose in, he'll soon find a way to make his body follow."

MEI LING
That's a perfect description of you. You can do it, Snake. But you've got to be flexible... adapt to each situation uniquely.

(8)

MEI LING
"He who is firm in will molds the world to himself."

MEI LING
Don't forget what you're here to do. You've got to seize any opportunities that present themselves.

MEI LING
But I guess I don't have to tell you that, do I?

Proverbs - final part of the game

(1)

MEI LING
Snake, in China they say, "When walking through a melon patch, don't adjust your sandals."

MEI LING
That means that when things get really bad, you have to try to remember what's important. Keep things in the proper perspective, okay?

(2)

MEI LING
In China, they say, "The snake, knowing itself, strikes swiftly."

MEI LING
It means that if you have confidence that what you are doing is part of your true nature, there should be no hesitation.

MEI LING
I don't know whether your orders are in your true nature or not. But Snake... believe in yourself!

(3)

MEI LING
Snake, Leo Durocher said, "Win any way you can. Nice guys finish last."

MEI LING
What about you, Snake? Is that what you think? Is there anything that you wouldn't do to stay alive?

MEI LING
You should think about that, Snake.

(4)

MEI LING
Snake, don't give up. Remember Macbeth, act V, scene 3.

MEI LING
"I'll fight, till from my bones my flesh be hack'd, give me my armor."

MEI LING
Everyone is counting on you, Snake....You've got to do it!

(5)

MEI LING
"War he sung, is toil and trouble; honor but an empty bubble."

MEI LING
What about you, Snake? Is your honor just an empty bubble, too?

(6)

MEI LING
Snake,"Come, what come may, time and the hour runs through the roughest day."

MEI LING
We're almost out of time, Snake.

MEI LING
Please hurry! You're the only one who can stop them from launching that nuke.

Caught a cold

(1)

MEI LING
"O, he's a limb, that has but a disease; mortal, to cut it off; to cure it easy."

MEI LING
Snake. You caught a cold, didn't you? Don't you think you'd better take some cold medicine at least?

(2)

MEI LING
Snake,"This sickness doth infect. The very life-blood of our enterprise."

MEI LING
That's from Henry IV. Snake, you'd better take that cold medicine and start feeling better. The success of this mission may depend on it.

After Mantis'/Raven's death, first time only

MEI LING
"The tongues of dying men enforce attention, like deep harmony."

MEI LING
Snake, people don't normally lie with their dying breaths. I think he was telling the truth. Maybe you should believe him.

After Wolf's/the Ninja's death, first time only

MEI LING

In China they say, ”It's better to live ugly than to die beautiful.”

MEI LING

I think it's true. Once you're dead, you'll never have another chance to be happy. I can't understand people who want to die before their time.

MEI LING

Please Snake... promise me that you'll come back alive.

While locked up

MEI LING

”Where life is more terrible than death, it is then the truest valor to dare to live.”

MEI LING

Snake, sometimes living is harder than dying. That's when you really have to be courageous.

MEI LING

It must be terrible for you now. Please... please be brave. I know you'll make it. I believe in you.

•Mei Ling
Special Situations

Second conversation

MEI LING
How's it going, Snake? Have you gotten used to using the radar yet?

SNAKE
grateful Yeah. It's a great system. Not only can I read the topography, but I can monitor the movement of the bad guys too.

MEI LING
proud Pretty convenient, huh. It also makes it easy for us to see everything that you're doing.

SNAKE
You're watching everything?

MEI LING
jokingly Of course. If you were my boyfriend, you'd never be able to cheat on me.

SNAKE
Being monitored 24 hours a day... that would be like hell.

MEI LING
Don't think of it like that. At least you'd never get lost.

After player enters the tank hangar

MEI LING
I wish I could send you weapons through this Codec, instead of just data.

SNAKE
That would be nice. I'm starting to feel like a thief already...

SNAKE
Ransacking rooms, rifling through fallen enemies' pockets...

MEI LING
But you have no choice, Snake.

SNAKE
Maybe so, but I think I'm starting to develop kleptomania. I just keep putting things in my pocket.

After rescuing the ArmsTech president

MEI LING
Snake, what does it feel like to fight?

SNAKE
Why do you ask?

MEI LING
I like to play fighting games.

SNAKE
Games?

MEI LING
Yeah. Fighting games. Since I started this job, I've seen so many people kill each other. But I always see it on a monitor, or in burst transmission.

SNAKE
Not a very good job, huh.

MEI LING
I'm not sure. When you watch it on a monitor, it starts to feel just like a video game.

SNAKE
This is no game! There are no startovers if you make a mistake.

MEI LING
I'm sorry...

SNAKE
Killing's not fun. It's not pretty either, like it looks in those video games.

MEI LING
Okay, Snake... I understand. War's not a game.

SNAKE
Listen, Mei Ling, after this operation is over, I want you to go back to being a normal student. You should be having fun... playing real video games instead of playing war.

After rescuing Otacon

SNAKE
Mei Ling, how did you get into this line of work?

MEI LING
The truth is... I always wanted to become a fighter pilot.

MEI LING
I fell in love with jets watching them in the movies.

SNAKE
You'd be surprised how many people say the same thing.

MEI LING
But I didn't want to kill people. That's when I heard that the U.S. Air Force needed people to do BDAs, battle damage assessments.

SNAKE
Those are the guys whose job it is to confirm how successful a bombing run was.

MEI LING
Yeah. So I started to do research into aerial photography and air intelligence. I made it my major.

SNAKE
But there are no pilots who only do BDAs...

MEI LING
That's right. But by the time I learned that, I was already an expert in my field.

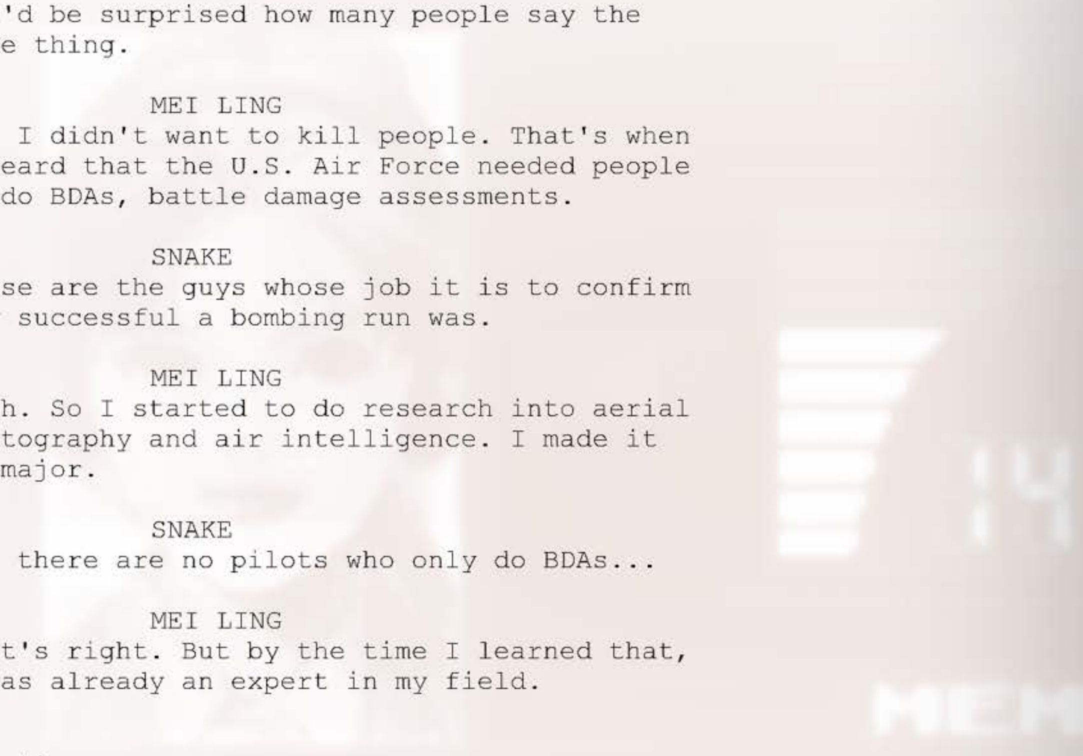
Mei Ling's motivations

SNAKE
Mei Ling, you said that you wanted to become a pilot. Did you take an aptitude test?

MEI LING
Well, I've got bad eyes. You probably didn't know it, but I'm wearing contact lenses.

SNAKE
So you failed your aptitude test, huh?

MEI LING
Yeah, it's ridiculous. We're not flying around in biplanes anymore, y'know.



SNAKE
That's right. Today's pilots fly jets that go several times the speed of sound.

MEI LING
Exactly. At those speeds, the naked eye isn't that useful. You need sophisticated electronics to see what's really going on.

SNAKE
So is that why you developed your radar system?

MEI LING
Yeah. I wanted to develop a radar system that would help soldiers make better, more informed decisions.

SNAKE
So your radar shows what's really going on, huh?

MEI LING
It depends on how you interpret it. Like beauty, truth is in the eye of the beholder.

SNAKE
You can say that again.

Middle part of the game

MEI LING
Don't forget to save your memories of me too.

SNAKE
You can't save memories, even on that system of yours. Memories are fragile things. After you reduce them to binary numbers and send them through the air, they're not memories anymore.

MEI LING
I wouldn't be so sure of that. There's nothing that my systems can't do.

SNAKE
Memories aren't just sounds and pictures. They exist somewhere between the sounds, between the pictures.

MEI LING
I don't get it. Anything can be done digitally.

SNAKE
If that's true, why don't you go ahead and try to save what I'm thinking right now.

MEI LING
I can't save that type of thing. You have to put it into words at least...

SNAKE
That's right. And that's what memories are... wordless.

MEI LING
I don't know about that...

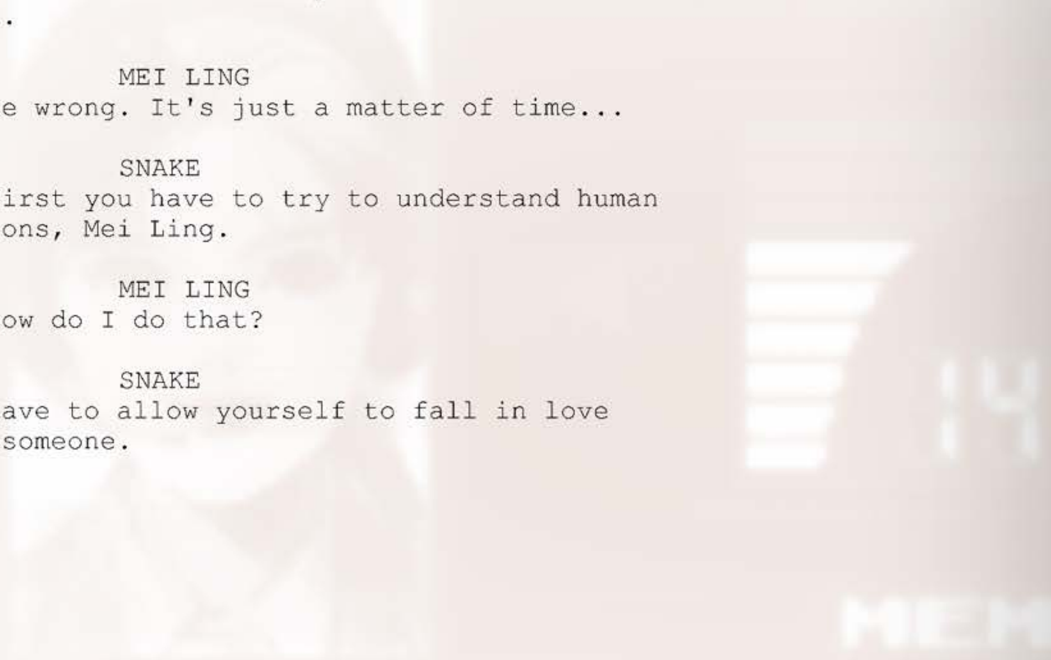
SNAKE
No matter how far data technology advances, you'll never be able to penetrate the human heart.

MEI LING
You're wrong. It's just a matter of time...

SNAKE
But first you have to try to understand human emotions, Mei Ling.

MEI LING
And how do I do that?

SNAKE
You have to allow yourself to fall in love with someone.



After shooting down the Hind

*If player has saved a certain number of times or more

MEI LING

"How do I love thee? Let me count the ways..."

MEI LING

Have you ever heard that? It's Elizabeth Barett Browning.

MEI LING

embarassed and frantic Oh uh... don't think too deeply about that one. I'm not sure why I said it...

If player is smoking despite having been warned by Naomi

MEI LING

Snake! Are you smoking a cigarette!?

MEI LING

reprimands Cigarettes are poison... They kill people. Didn't you hear what Dr. Naomi said?

MEI LING

"He that cuts off twenty years of life cuts off so many years of fearing death." Is that why you smoke, Snake? You're too afraid of life?

•Mei Ling

Miscellaneous

*When calling, before save menu appears

From early to middle parts of game - cheerful

MEI LING
What can I do for you, Snake?

MEI LING
What is it, Snake?

MEI LING
You called, Snake?

MEI LING
What's up, Snake?

Tense - when fighting a boss, for example

MEI LING
tense Snake, are you okay?

MEI LING
tense Are you hurt, Snake!?

MEI LING
worried Is everything all right, Snake?

MEI LING
worried Snake...

Second half of game - whenever things are serious

*For example, after it comes to light that Naomi has betrayed Snake and the others, or after it's suspected that Snake is infected with a viral weapon

MEI LING
disoriented How can I help, Snake?

MEI LING
sympathetically Snake, just tell me. I'll do anything to help.

MEI LING
worried Snake, how are you holding up?

MEI LING
disoriented Did you call, Snake?

*If player chose not to save

From opening to middle parts of game - cheerful

MEI LING
Talk to you later, Snake.

MEI LING
Good luck, Snake.

MEI LING
Be careful, Snake.

MEI LING
sulking C'mon, Snake. Don't call me for no reason.

Tense - when fighting a boss, for example

MEI LING
encouragingly Don't give up, Snake!

MEI LING
encouragingly C'mon Snake. You can do it!

MEI LING
encouragingly Win Snake! Win!

MEI LING
deeply worried Don't die, Snake!

MEI LING
deeply worried Do it for me! Snake!

Second half of game - whenever things are serious

*For example, after it comes to light that Naomi has betrayed Snake and the others, or after it's suspected that Snake is infected with a viral weapon

MEI LING
worried Please Snake, don't give up.

MEI LING
praying with worry Come back alive, Snake...

MEI LING
Do it for me! Snake! (There's not much time left!)

MEI LING
praying with worry Snake, it's all up to you...

•Nastasha

Equipment

Suppressor

NASTASHA

Good. You found a Suppressor for the SOCOM pistol. If you equip that, you won't have to worry about being noticed by the enemy when you fire. It will greatly reduce the sound and flash from your muzzle.

NASTASHA

It uses a multi-layered chamber to lower the velocity of the gas emissions and thus reduce the sound and flash when you fire your weapon.

NASTASHA

The Suppressor is narrow enough so that you can still use the gun's original sight even when it is equipped. It shouldn't change the feel when you fire it.

SOCOM

NASTASHA

Harasho... good! You found a SOCOM. That's a Special Operations Command Pistol.

NASTASHA

It's a .45 caliber pistol with plenty of stopping power. It's also equipped with a LAM (Laser Aiming Module) for night-time combat.

NASTASHA

If you hold down the Weapon Button, you can train the laser sight on the enemy to help you aim.

NASTASHA

If you find a SOCOM suppressor, you can equip that, too.

NASTASHA

That pistol was designed specifically for use by special forces, so I think it will be useful. Some people find it a little heavy and hard to use, but it shouldn't be a problem for you.

Cigarettes

NASTASHA
Nuclear weapons, nuclear reactors, hazardous waste... We're constantly being exposed to plutonium and other radioactive materials. Compared to that, smoking seems not so bad, no?

Stun Grenade

NASTASHA
Those are Stun Grenades. They are often used in sensitive operations such as freeing hostages and that sort of thing. Sometimes they are called "flash bangs" or "sound and flash grenades."

NASTASHA
They make a big flash and lots of noise which will disorient and disable your opponents temporarily. You have to understand that they won't kill the bad guys, but just stun them for a few seconds. Use them wisely.

Chaff Grenade

NASTASHA
That's a Chaff Grenade. It's a special grenade that disperses thin, narrow metallic strips of various lengths and frequency responses.

NASTASHA
It can confuse electronic equipment.

NASTASHA
It will be useful against machines which depend upon electronic sensors. Naturally, for it to be effective, you must use it before you are attacked. If you are expecting an attack, spread the chaff beforehand.

Mine Detector

NASTASHA
That is a Mine Detector. It works by searching for metal objects. It will even find Claymores that are hidden with optic stealth technology.

NASTASHA
It is set so that the position of the land mines will show up on your radar. All you have to do is equip the mine detector and keep an eye on your radar. Use it carefully.

Cardboard Box

NASTASHA
A cardboard box. A cardboard box usually consists of a thin pasteboard with a corrugated paper center. They are usually made of recycled paper.

NASTASHA
It was first invented in Europe over a hundred years ago. It was originally used to absorb one's sweat when wearing hats.

NASTASHA
With the same amount of wood to make one wooden box, you can make six or seven cardboard boxes. And since it's recyclable, it's highly economical. In addition, It is strong and easy to store. That's why it's widely used for packing.

NASTASHA
But to avoid damaging weapons and other delicate instruments when shipping them, they should be packed in stronger boxes, like... wood or something. Also, the crevices should be filled with styrofoam to prevent them from moving around.

NASTASHA
... So anyway, what's with the box?

SNAKE
... Oh nothing... No big deal.

Grenade

NASTASHA
You found some Grenades. Just pull the pin and it explodes after five seconds. You can get a lot done during those five seconds, Snake. How you use them is up to you.

C4

NASTASHA
That is C4 explosive. A plastic explosive with a texture similar to clay, so you can shape it in almost any way you want.

NASTASHA
Although it has 1.4 times the destructive power of dynamite, it is highly stable and won't explode without a detonating device, even if it is shot, burned or beaten.

NASTASHA

You are using a wireless detonator, yes? The detonator is equipped with a scrambler so you don't have to worry about interference from any other radio source.

NASTASHA

Make sure you are sufficiently far enough away when it goes off. Also, as you know, the sound of the explosive will alert your enemies, so be careful.

FAMAS

NASTASHA

That is a FAMAS. It is a bullpup style assault rifle. It is durable and easy to use. Very resistant to overheating, it is a reliable weapon with smooth action.

NASTASHA

It can fire up to 1,000 rounds per minute. On full auto, you will empty a 25 round magazine in a few seconds.

Claymore

NASTASHA

Those are Claymore Mines.

NASTASHA

Unlike other mines, which are planted underground, Claymores are set up above ground and are designed to produce maximum damage in a wide-fan shaped area.

NASTASHA

When they go off, they spray seven hundred 1. 2 millimeter steel pellets in a 60 degree pattern much like an oversized shotgun.

NASTASHA

Traditionally, Claymores use a trip wire to set them off, but those Claymores are a new type. They are camouflaged using the new stealth technology and are equipped with sophisticated motion detectors.

PSG-1

NASTASHA
Excellent! That is a PSG-1. One of the best sniper rifles in the world.

NASTASHA
It is accurate enough to shoot cleanly through a 2.5 centimeter square from a distance of 100 meters.

NASTASHA
Unlike other sniper rifles, the PSG-1 is not bolt-action, it is semi-automatic. Its best feature is that it allows for rapid fire.

NASTASHA
When you are shooting over long distances, the slightest tremble can make you miss your target by inches. Try to keep your hands as still as possible.

Body Armor

NASTASHA
You found Body Armor. It will lower the damage you take from gunfire.

NASTASHA
It is designed to prevent bullets from penetrating, but you will still feel the impact from the bullets. Don't rely on it too much.

Remote-Controlled Missile

NASTASHA
Those are remote-controlled miniature reconaissance missiles, sometimes called Nikita Missiles.

NASTASHA
They've got CCD cameras in their nose cones. After you fire them, they'll transmit their visual data to your monitor. You can control their flight freely in all directions.

NASTASHA
But the missiles have a limited amount of fuel. Watch the gauge carefully.

NASTASHA
Press the First Person View Button to see the missile's visual data. Use them wisely.

Stinger

NASTASHA
You found Stinger Missiles. Great!

NASTASHA
They are equipped with a thermal homing device, so once they locked on they will automatically pursue the target. To lock on, all you have to do is line up the crosshairs.

NASTASHA
Stingers are very potent, short-range, low-altitude SAMs. In Afghanistan, the Mujahaddin shot down hundreds of Soviet aircraft with them. In fact, they were forced to change their tactics.

NASTASHA
One of my favorite horror books is called Stinger and my favorite cocktail is a Stinger. I guess you could say I've got a thing for Stingers.

Gas Mask

NASTASHA
You got a Gas Mask. Good. That is a double eye-piece type. Be careful. Unlike the transparent shield type, it will restrict your field of vision.

NASTASHA
It is equipped with a voice emitter, so do not worry about not being heard. The outside is made of reinforced plastic and the inside is made from an acetate weave. Also the eye pieces are specially treated so they won't fog up.

NASTASHA
You will be able to stay in a gas-filled area for a long time with that mask. Use it wisely.

Night-Vision Goggles

NASTASHA
Those are Night-Vision Goggles. They do not use special lenses. They electronically amplify the light by transforming it into electric signals which they then boost to create an image.

NASTASHA

They amplify the light 100,000 times. You will be able to see 500 meters by starlight just as if it was day. But it won't work in complete darkness since there is no light to amplify.

NASTASHA

Those Night-Vision Goggles will make your eyes hurt after a while. Do not use them for too long a period of time.

Thermal Goggles

NASTASHA

Thermal Goggles work by thermal imaging instead of by amplifying light like the Night -Vision Goggles. They'll work just as well in complete darkness. Not only that, they can also penetrate optic stealth systems. You will be able to spot Claymores too.

NASTASHA

But they will tire your eyes out, so do not use them too much.

Cold Medicine

NASTASHA

Cold medicine? I don't know. It looks like regular old cold medicine to me.

Diazepam

NASTASHA

A tranquilizer? Yes. I heard that Sniper Wolf uses them to prevent her hands from quivering. Maybe you should try the same thing.

Rope

NASTASHA

Rope? If it is at least 12 millimeters thick, lightweight, and hard to cut you should be able to rappel with it as well. It is not a hemp rope is it?

NASTASHA

No. It looks like it's made of nylon fibers.

NASTASHA

Good. When hemp rope gets wet it loses its flexibility. It would not be good for rappelling. But that rope sounds like it will not be a problem.

•Nastasha

Miscellaneous

Sniping

(1)

NASTASHA
Get on your stomach. Fire from the prone position. It would be good if you had a tripod or something stable to balance your weapon on."

NASTASHA
If you don't have that, hold the weapon firmly under your armpit and keep it still with your chin. Line up your target in your scope's crosshairs.

(2)

NASTASHA
Most soldiers can hit a target at 300 meters. I have a friend who can hit one at 520 meters.

(3)

NASTASHA
To be a good sniper, you must have nerves of steel and lots of patience. Sometimes you have to sit in position for days, barely moving a muscle.

NASTASHA
The most important thing is to wait for your opportunity and then take it.

(4)

NASTASHA
A slight tremor in your hand can cause you to miss a target 60 meters away by a half foot or more. Concentrate, hold your breath and try to stop your hand from moving.

(5)

NASTASHA
The most important thing is to zero your rifle scope.

NASTASHA
If you do not zero your sight correctly, you will never be able to hit your target.

NASTASHA
Your sight might be slightly off, so it would be a good idea to try a test shot. If it is off, you will have to take some lead for that when you shoot.

SNAKE
Don't worry. This was Sniper Wolf's rifle.

NASTASHA
Da. In that case, you had better not mess with it.

(6)

NASTASHA
At a distance of 400 meters, a one degree difference in air temperature will take you about 1 centimeter off your target.

NASTASHA
Atmospheric pressure will affect your shot in the same way. That is why you have to aim differently depending on the conditions.

(7)

NASTASHA
Have you ever heard of the Magnus Effect? Normally, a rifle bullet rotates and curves slightly to the right. That is called the Magnus Effect.

NASTASHA
Think about comrade Magnus when you are lining up your crosshairs.

Nuclear weapon storage facilities

*From start of game until meeting the DARPA Chief. If all are heard, they are chosen at random on subsequent calls

(1)

NASTASHA
The nuclear weapons disposal facility on Shadow Moses Island was built at the beginning of this century. It was made only to temporarily store the nuclear warheads.

SNAKE
Why? If they wanted to dispose of them, why wouldn't they just dismantle them right away?

NASTASHA
They cannot do that. You see, when you dismantle a warhead, you still have nuclear materials that must be stored. At this point, all of the nuclear material storage facilities are way past capacity.

NASTASHA
But they could not stop dismantling weapons while at the same time pushing START-2...

SNAKE
So you're telling me that this base was built so they could temporarily avoid being in conflict with START-2?

NASTASHA
Most people think that we live in a safer world now. But with all the dismantled nuclear weapons and waste around... the threat of nuclear terrorism has increased tremendously.

SNAKE
It's ironic, isn't it?

(2)

NASTASHA
After the START-2 accord was signed on January 3, 1993... Russia and the U.S. reduced their strategic nuclear warheads to between 3,000 and 3,500 warheads each.

NASTASHA
They completely dismantled all of the ICBMs which contained MIRVs (multiple independently targeted reentry vehicles).

NASTASHA
As a result of that, there are over 15,000 dismantled nuclear warheads waiting to be disposed of.

(3)

NASTASHA

The warheads are supposed to be dismantled at Pantex or some other dismantling facility, but there are limits to how many warheads they can process. We just do not have the capabilities to dismantle all the warheads that are out there.

(4)

NASTASHA

Over 200 tons of plutonium and over 1,000 tons of high grade uranium have been removed from nuclear weapons so far.

NASTASHA

And on top of that, nuclear reactors all over the world continue to produce and leak spent nuclear fuel. According to one estimate, as of the year 2005, America alone was storing over 50,000 tons of nuclear material.

NASTASHA

There is no room left in our nuclear material storage sites. That is why we need nuclear weapon disposal facilities.

After the DARPA Chief

*If all are heard before meeting the ArmsTech president, they are chosen at random (except (1)) on subsequent calls

(1)

NASTASHA

They were conducting exercises with this new Metal Gear prototype? Is that what the DARPA Chief said?

SNAKE

Yeah.

NASTASHA

What the hell...!?

SNAKE

a little surprised So you know about Metal Gear?

NASTASHA

Just rumors. I heard it is some kind of walking tank that can deliver an accurate nuclear strike from any terrain...mountains, deserts, swamps... wherever. But you are the real expert on Metal Gear, aren't you Snake?

SNAKE
Yeah, I guess I am. But what about the PAL system that the DARPA Chief mentioned?

NASTASHA
It is a device attached to a nuclear weapon system to prevent the missile from being armed or launched. Usually a secret detonation code or combination is necessary to launch the missile.

SNAKE
According to the Chief, there are two codes and the terrorists already know one of them.

NASTASHA
The other code... If the terrorists find out that one too...

SNAKE
Yeah... I've got to hurry and rescue President Baker...

(2)

NASTASHA
PAL stands for "Permissive Action Link." It is a safety system attached to nuclear missile systems. The missile cannot be fired without the insertion of a special electronic code.

NASTASHA
But if the terrorists have found out the detonation codes, they can launch the missile anytime they want.

(3)

SNAKE
Is it possible to destroy the PAL system so that the missile can be fired even without inserting the detonation code?

NASTASHA
I do not believe so. It is set up so that the warhead will become automatically inactive if any attempt is made to remove, deactivate or destroy the PAL.

SNAKE
So unless the terrorists either learn the detonation codes or get their hands on the detonation code override keys... there's no way they can launch...

NASTASHA
Do not be too sure. Any system can contain bugs or malfunctions. We cannot relax yet.

(4)

NASTASHA
I do not know much about Metal Gear. Just the little I have heard.

NASTASHA
I know it appeared in Outer Heaven in 1995 and then again in Zanzibar in 1999...

NASTASHA
Both were Third World countries led by military regimes. They secretly developed Metal Gear to increase their military and political power throughout the world.

NASTASHA
But both were stopped by a lone hero... you, Solid Snake.

SNAKE
...

SNAKE
That was a long time ago....

(5)

NASTASHA
All the ICBM (intercontinental ballistic missile) silos are closely monitored by military satellites.

NASTASHA
SLBM (submarine-launched ballistic missile)-equipped submarines can move secretly, but naturally they are limited to launching from the water.

NASTASHA
Finally, there are ALBMs (air-launched ballistic missiles) which can be launched from aircraft. They allow for excellent mobility, but they are somewhat unreliable...

NASTASHA
Metal Gear was developed to solve all those problems. It can move freely over any terrain and independently launch a nuclear missile at any target in the world.

NASTASHA
It completely changes the nature of the strategic arms race and destroys the delicate nuclear balance... It's a weapon to be feared, believe me.

(6)

NASTASHA

The development of Metal Gear is a cynical attempt to consolidate and increase our military dominance... while at the same time maintaining the pretense of disarming ourselves.

NASTASHA

Now that the SLCM (submarine-launched cruise missile) zero option, allowing for the sneak inspections of submarines in international waters, has been concluded... the value of submarines as strategic weapons has been greatly diminished.

NASTASHA

With Metal Gear, governments of the world will be able to avoid this type of inspection... and at the same time stay in compliance with international nuclear treaties.

Related to conversation with Baker - nuclear proliferation and deterrence

*After the ArmsTech president's death but before entering the nuclear warhead storage building. If all are heard, they are chosen at random on subsequent calls

(1)

NASTASHA

It is just like Baker said. We are facing increasing danger from stored nuclear materials. You see, there are three elements necessary in the manufacture of nuclear weapons. Nuclear materials, nuclear engineers, and manufacturing technology.

NASTASHA

All three of them can easily be acquired by either legal or illegal means. If you have enough money, that is.

(2)

NASTASHA

They say that there are 500,000 nuclear engineers in the world. But after the end of the Cold War, the demand for nuclear engineers dropped precipitously.

NASTASHA

In the Eastern Block countries, in particular, there is a tremendous brain drain. They cannot keep their scientists in the country, and each year more and more nuclear engineers go to work for the highest bidder.

(3)

NASTASHA
Just like Baker said, each year there are more and more cases of MUF coming from the nuclear material storage facilities.

NASTASHA
That stands for "Material Unaccounted For." It means that someone is stealing nuclear materials and probably selling them on the black market.

(4)

NASTASHA
After the fall of the Soviet Union, the nuclear management program fell to pieces. In the late 1990's, there were rumors that nearly a hundred suitcase-sized nuclear bombs mysteriously disappeared from the Soviet arsenal.

NASTASHA
We still do not know whether it is true or not, but it is possible that they fell into the hands of terrorists...

(5)

NASTASHA
It looks like the DARPA chief and the ArmsTech president both agree on the concept of maintaining a dominant nuclear arsenal. They are big on the "nuclear deterrent" theory.

NASTASHA
The idea behind a nuclear standoff is that both countries would be too afraid to use a nuclear weapon for fear of a nuclear reprisal.

NASTASHA
In other words, the only thing preventing a country from totally devastating another country with nuclear weapons... is the fear of a nuclear counterstrike. Those two probably feel that Metal Gear will further promote that security...

(6)

NASTASHA
The right-wingers believe that as long as any country has nuclear weapons, they must have them as well. That is why they will never be in favor of the total elimination of nuclear weapons.

NASTASHA
And with each new country that acquires nuclear capabilities, the need for maintaining that counterstrike threat increases. As long as the nuclear deterrent policy continues, we'll never be rid of nuclear weapons...

(7)

NASTASHA
The theory of nuclear deterrence was born during the Cold War, at a time of great suspicion between the U.S. and the U.S.S.R.

NASTASHA
The great gulf between the ideologies of East and West caused a dramatic escalation in the arms race. And this escalation of the arms race in turn fueled mutual distrust and fear between the world's two great superpowers. The last half of the 20th century was shaped by the policy of nuclear deterrence.

NASTASHA
But the world has changed.

NASTASHA
The Cold War has ended and we are now living in a world where small, regional conflicts are breaking out all over. Things are not so simple anymore, and the policy of nuclear deterrence is obsolete.

NASTASHA
Most of these regional conflicts are "the result of age old enmities between different ethnic groups and religions.

NASTASHA
In those cases, the hatred often runs so deep that rationality is thrown out the window. For people such as them, the fear of a counterstrike often means little and that is why the nuclear deterrence policy has lost much of its efficacy.

NASTASHA
A nuclear standoff is not a sufficient deterrent in the current world climate.

Dismantled nukes and nuclear material

*After entering the nuclear warhead storage building

(1)

NASTASHA
Snake, that is a nuclear warhead storage area.

SNAKE
Are all these filled with nuclear warheads?

NASTASHA
Yes. But their detonation mechanisms have been removed.

SNAKE
So I don't have to worry about this island turning into a pile of smoking rubble?

NASTASHA
No. But if the casing is damaged, they may be leaking nuclear materials. Please make sure you do not use your gun around there.

(2)

NASTASHA
Naturally, nuclear weapons contain plutonium.

NASTASHA
Most of the radiation emitted by plutonium isotopes consists of alpha rays. The ionization effects are strong, but if they are kept in containers there is no danger of exposure.

NASTASHA
But if plutonium enters the body through breathing or other contact, it is quickly absorbed into the bones and internal organs. After that, there is no way to remove it.

NASTASHA
Once that happens, the victim will be constantly exposed to it, and just one one-millionth of a gram of plutonium can cause cancer.

NASTASHA
That is why a plutonium leak is such a serious danger. Make sure you do not use your gun anywhere near there.

(3)

NASTASHA
Scientists are currently using gene therapy to try to create a microorganism capable of breaking down plutonium, but... they have not yet had any success.

SNAKE
The plutonium version of bio-remediation, huh.

SNAKE
Instead of processing, what about reusing it? I thought that they were working on using dismantled plutonium for civilian applications.

NASTASHA
For a time, it looked like there was going to be international cooperation for that... but unfortunately there was too much mutual suspicion, and it all fell apart.

(4)

NASTASHA
The signing of START was a step in the right direction, but it created a flood of dismantled plutonium. Disposing of that plutonium safely is now the biggest challenge facing the world.

NASTASHA
Combustion in nuclear reactors, vitrification processing... lots of suggestions have been made, but in reality... no effective solutions have been found.

•Nastasha

Nuclear Weapons

Virtual testing, TMD, opposition to nukes

*After meeting Otacon. If all are heard, they are chosen at random on subsequent calls

(1)

SNAKE
Otacon said that now it's possible to design and test new types of nuclear weapons in a virtual simulation... without ever exploding a nuclear device. Is that true?

NASTASHA
Yes, it is true. Since the establishment of DARHT (the Dual Axis Radiographic Hydrodynamic Test Facility), and NIF (the National Ignition Facility) early in the 21st century, there has been a wealth of data concerning nuclear fission and fusion.

NASTASHA
There is also much data accumulated from the nuclear tests conducted over the last four decades. With the processing speed of today's supercomputers, they can design a new nuclear weapon through virtual reality computer simulations.

(2)

NASTASHA
In order to collect data for the simulation experiments, they are doing sub-critical tests underground. Those are experiments in which they detonate high explosives in proximity to plutonium without setting off a critical chain reaction.

NASTASHA
They then measure the effect that the shockwave has on the plutonium. By measuring the particles which fly off the surface of the plutonium, they can learn the mass, speed and distribution of the plutonium particles.

NASTASHA
The politicians insist that whether it is above ground or below ground, a nuclear test which does not cause a nuclear explosion is not a nuclear test... and therefore does not violate the CTBT (Comprehensive Nuclear Test Ban Treaty).

NASTASHA
A lot of people do not agree with that interpretation.

(3)

NASTASHA
The first sub-critical test was performed on July 2, 1997 at the Nevada Nuclear Testing Facility. After that, sub-critical testing became extremely common, not only in America, but in Russia and other countries too.

NASTASHA
They say that the reason for the tests is to ensure the safety and reliability of the existing nuclear stockpile... but that is nothing more than a flimsy cover story.

NASTASHA
In reality, the danger of a nuclear weapon exploding accidentally decreases over time. It is clear that the real reason for these tests is to aid in the development of new types of nuclear weapons.

NASTASHA
Even the government admits that the data collected from those tests is used in virtual reality simulation tests.

(4)

NASTASHA
That is amazing. Dr. Emmerich's father participated in the Manhattan Project?

NASTASHA
That was the secret World War II project responsible for the creation of the first atomic bomb. It had a huge budget, something like two billion dollars. They brought in 120,000 of the best and brightest scientists and engineers to work on it. And we all know how that story ended.

NASTASHA
In July of 1945, they exploded the first nuclear device at Trinity, followed shortly after by Hiroshima and Nagasaki.

NASTASHA
Trinity... the world was changed forever that day. Scientists and researchers could no longer pretend that their hands were clean of blood.

NASTASHA
Afterwards, the leader of the Manhattan Project, J. Robert Oppenheimer, said: "The physicists have known sin, and this is a knowledge which they cannot lose."

(5)

NASTASHA
When Dr. Emmerich designed the new Metal Gear prototype, he thought he was creating a mobile TMD system. He is a very naive man.

NASTASHA
TMD stands for "Theater Missile Defense."

NASTASHA
They represent a shift in defense priorities from dealing with the threat of ICBMs from the former Soviet Union... to dealing with small scale regional conflicts in the Third World.

NASTASHA
Current TMD systems work by a combination of THAADs, theater high altitude air defense, which intercept missiles outside of the atmosphere, and Patriot-type missiles which intercept missiles within the atmosphere.

NASTASHA
Dr. Emmerich was planning on them using Metal Gear as a low atmosphere mobile missile interceptor unit.

(6)

NASTASHA
There are many in Russia as well as America who are opposed to TMD systems... because they say that it undermines the spirit of the ABM, the Anti-Ballistic Missile Treaty.

NASTASHA
And there are also those who say that the ABM Treaty is a dinosaur left over from the Cold War. They argue that the strategy of MAD (mutually assured destruction) should be maintained by limiting missile defense systems.

NASTASHA
There was a big debate over it, but ultimately, under pressure from the Defense Industry who was looking to expand into new markets, TMD systems were accepted as an integral part of a modern military arsenal.

START, nuclear weapons reduction

*From Codec call in the cell until Hind crash

(1)

NASTASHA
So the terrorist's intentionally set their deadline to coincide with the signing of the START-3 Accord...

NASTASHA
According to the terms of START-3, both Russia and the U.S. are to reduce the number... of their nuclear warheads in deployment to between 2,000 and 2,500 missiles.

NASTASHA
The current President has not yet had any major foreign policy successes. His term will be up soon and the word at the White House is that he desperately wants this one for the history books.

SNAKE
spits out Typical politician...

NASTASHA
It is a big concern for him and his supporters.

(2)

NASTASHA
The signing of the START-3 was dependent on ratification of the START-2.

NASTASHA
But MIRVs were the most important weapon in Russian arsenal. Naturally, the conservatives in the Russian Parliament were greatly opposed to disarming them.

NASTASHA
The expansion of NATO, along with tension caused by disagreements... over the application of the ABM Treaty with regards to TMD systems made ratification in the 1990's difficult.

NASTASHA

It took a tremendous amount of pressure and secret negotiations to get the Russians to sign the START-3 tomorrow. But the political situation in Russia is tenuous at best and one small incident could bring the signing to a crashing halt.

NASTASHA

If the Russians learn that America has secretly developed a new type of nuclear weapon, there is no telling how they might react.

NASTASHA

World opinion will be strongly against us too. That Liquid Snake is a smart one... He knows the political climate. His actions were obviously very well calculated...

(3)

NASTASHA

It is true that the signing of START-3 would mean a reduction in nuclear missiles, but it would still leave between 4,000 to 5,000 missiles between the U.S. and Russia alone.

NASTASHA

That is more than enough to destroy every living thing on this planet several times over. There is a big difference between nuclear reduction and nuclear elimination.

(4)

NASTASHA

Negotiations for START-3 began in the late 1990's.

NASTASHA

The Russian President had actually been pushing for a much more ambitious arms reduction pact, but it was rejected by the Americans.

NASTASHA

America was the sole remaining superpower on the Earth and they were not too eager to give up the title.

NASTASHA

spits out The fact is in the history of the world, no dominant power has ever willingly given up the reigns of that power... In the case of the US, that means nuclear superiority.

(5)

NASTASHA

There has been a lot of effort to reduce the number of strategic nuclear weapons... but even today, there is no treaty limiting tactical nuclear weapons. It may look from the outside that the world is disarming, but in fact nuclear weapons are not going anywhere soon.

(6)

NASTASHA

The Nuclear Age is not over yet. As long as one country in the world has nuclear weapons, they will never go away.

Nuclear proliferation, the IAEA, the NPT

*After Hind crash

(1)

NASTASHA

If we do not drastically reduce the number of stockpiled nuclear weapons... it is going to become easier and easier for terrorists to get their hands on them... That means more terrorist attacks like this one.

NASTASHA

There was some talk about both sides reducing their nuclear stockpiles to a ”core deterrent force” of less than 500 missiles each, and declaring that there would be no nuclear counterstrike in the event of the use of conventional or chemical weapons. But talks fell through.

NASTASHA

It seems that America is unwilling to relinquish its position as the most powerful country in the world.

(2)

NASTASHA

There is no doubt about it. After the Cold War ended, the chance of a full-scale world-wide nuclear conflagration was diminished. But on the other hand, the chances of local, tactical use of nuclear weapons greatly increased.

NASTASHA

Civil wars, revolutions, regional disputes... It seems like there is a new war popping up somewhere every day, and many of them are the result of centuries-old hatred between different ethnic or religious groups. These people do not think rationally or logically.

NASTASHA

In such conflicts, there is no concern for the high civilian casualty rate and international criticism means little. A nuclear deterrent is meaningless because emotions run so hot.

NASTASHA

Furthermore, unlike strategic nuclear missiles, the decision to use tactical nuclear missiles is in some cases left up to battlefield commanders. It is pretty scary.

NASTASHA

As long as nuclear weapons continue to proliferate, the chances that someone is going to use them will also continue to grow...

(3) NASTASHA

Ironically, the policy of nuclear deterrence has prevented the elimination of nuclear weapons. The entire basis for determining them to be illegal has been undermined by this military policy.

NASTASHA

In other words, nuclear weapons cannot be declared illegal because we have an entrenched policy which makes them legal ipso facto.

(4) NASTASHA

America and Russia are not the only countries with nuclear weapons. During the Cold War, the U.K., France and China publicly declared the existence of their own nuclear arsenals.

NASTASHA

Since we entered the 21st century, we have confirmed the existence of nuclear weapons programs in countries throughout Africa, the Middle East, South America and Asia.

NASTASHA

Nukes are steadily proliferating. The 21st century is paying for the 20th century's failure to plug the holes in the NPT (Non-Proliferation Treaty) and for the IAEA's failure to tighten nuclear control measures.

(5)

NASTASHA

The IAEA (International Atomic Energy Agency) was established in 1957 to oversee peaceful as well as military applications of atomic power.

NASTASHA

But the IAEA can only investigate those countries which request an investigation. Furthermore, the timing of the inspection must be approved by the country in question. They are not allowed to do sneak inspections.

NASTASHA

The country that is being investigated can even dictate the nationality of the inspectors that they will allow in. In the late 1970's, Iraq would only allow inspectors from Bulgaria and Russia to enter the country.

NASTASHA

The IAEA does not even have the authority to level fines against countries who have committed infractions.

NASTASHA

After the Gulf War, they discovered that Iraq had been developing nuclear weapons in secret right under the investigators' noses!

NASTASHA

Unfortunately, as an organization, the IAEA just did not have the teeth to effectively stop the proliferation of nuclear weapons and technology.

(6) NASTASHA

In 1970, all five nuclear powers, America, the Soviet Union, France, England and China, signed the NPT.

NASTASHA

The treaty provided that the non-nuclear equipped countries could receive assistance for peaceful applications of nuclear power.

NASTASHA
But military applications of nuclear power were strictly prohibited, and the IAEA was given the responsibility of investigating countries who were suspected of being in non-compliance with the NPT.

NASTASHA
But the IAEA could not stop the proliferation of nuclear weapons either.

NASTASHA
Not only could not the IAEA levy any penalties against violating nations, but it became impossible to distinguish between... technologies which would lead to military development and technologies which were for civilian applications.

Nuclear waste

*After reaching Metal Gear's hangar. If all are heard, they are chosen at random on subsequent calls

(1)

NASTASHA
That stuff that is flowing in those ditches on the first floor must be radioactive nuclear waste water. You had better stay away from it. You are already exposed enough just by being in that area. Any further exposure could be fatal.

NASTASHA
That place does not have a nuclear processing facility. It must be some other kind of nuclear material that is leaking besides the dismantled nuclear warheads... probably spent nuclear fuel or something.

(2)

NASTASHA
Anytime fuel is burned in a nuclear reactor, it will always produce, as a waste product, some spent-fuel mixed with highly toxic, radioactive compounds.

NASTASHA
Spent nuclear fuel stays radioactive for 300 years. In other words, this material will remain lethal for the next three centuries.

(3)

NASTASHA

There was a time when we thought it was safe to seal the nuclear waste in special containers... and bury it in a layer of rock salt without much exposure to underground water.

NASTASHA

Even though we now know there are big problems with that, we still do not have an effective disposal solution.

NASTASHA

Most of the nuclear waste we produce is just shoved underground with no intention of ever processing it. It is like an ostrich with its head in the sand. No?

(4)

NASTASHA

There is a process which involves mixing the nuclear waste with low grade uranium to convert it into a mixed oxide (MOX) fuel... for burning in light water reactors, usually in the form of glass logs.

NASTASHA

But MOX contaminates a nuclear reactor more quickly than low grade uranium. It is also highly toxic. It is economically unfeasible unless the price of uranium is more than four times what it currently is.

NASTASHA

Not only that, you cannot ignore the danger inherent in transporting the MOX from the processing factories to the nuclear reactors. An accident could lead to radioactive contamination or the materials could be hijacked by terrorists... No, I do not think MOX could be called a viable solution to the problem of plutonium disposal.

(5)

NASTASHA

There is only one effective use for nuclear waste.

NASTASHA

Military applications. You see, after chemical reprocessing, they can separate plutonium from the nuclear waste.

NASTASHA

Nuclear weapons normally use military grade plutonium 239 with a purity of 93-94%. It is made in special nuclear reactors designed for military applications.

NASTASHA

On the other hand, the plutonium in spent nuclear fuel only has a purity of about 60%.

NASTASHA

But that does not mean that spent nuclear fuel cannot be used for military applications.

NASTASHA

America has been successful in tests using weapons made from nuclear reactor grade plutonium.

NASTASHA

That means that eventually everyone will be able to make nuclear weapons from plutonium separated from spent nuclear fuel.

(6)

NASTASHA

Spent nuclear fuel can also be used to make depleted uranium (DU) bullets or shells. They are armor-piercing anti-tank rounds.

NASTASHA

DU is two-and-a-half times denser than steel and 50% denser than lead, so it makes it an extremely effective armor-piercing weapon. It can cut through tank armor like a hot knife through butter.

NASTASHA

Unfortunately, when a DU round explodes, it spreads a fine dust which, when absorbed into a body, supposedly causes terrible long-term health problems including genetic damage.

NASTASHA

During the Gulf War, American as well as Iraqi soldiers were exposed to DU dust and suffered from radiation poisoning and other illnesses.

NASTASHA

The American government conducted research to discover whether exposure could lead to cancer or genetic damage... but the results were inconclusive.

NASTASHA
Some people think that this type of radioactive contamination is what is behind the "Gulf War Syndrome," but the government will not admit it...

(7)

NASTASHA
They are currently doing research to find ways to transform minor actinoids such as Americium and Neptunium, which are highly toxic with long half lives, into nuclear materials with short half lives.

NASTASHA
It's called extinction processing, but it is not being used much due to all the technical and economic problems with it.

NASTASHA
A serious program for nuclear waste treatment has yet to be established.

Miscellaneous

(1)

NASTASHA
There is a big difference between conventional weapons and weapons of mass destruction.

NASTASHA
Conventional weapons are intended for use against military targets, but nuclear weapons are used against noncombatants. Nukes are designed to kill tens of thousands of innocent civilians in a flash.

NASTASHA
That is why nuclear weapons are so evil.

(2)

NASTASHA
Those who forget the past are doomed to repeat it. That is why the world must never forget Hiroshima and Nagasaki.

(3)

NASTASHA
Nuclear weapons are destructive enough to kill every living thing on Earth... and to render the planet uninhabitable for tens of thousands of years.

(4)

NASTASHA

In the history of mankind, there has never been a weapon created which was not later used. If we do not do something, we are just going to blow ourselves up. There's no doubt about it.

NASTASHA

As long as nuclear weapons exist, we have the sword of Damocles hanging over our heads.

Miscellaneous - war

(1)

NASTASHA

It is so ironic. People are working as slaves to pay for weapons that must never be used.

(2)

NASTASHA

In the 20th century, in order to be a military superpower, you had to first be an economic superpower. But things changed toward the end of the century, after the collapse of Communism.

NASTASHA

With all the surplus weapons and technology floating around, even economically weak countries could have a powerful military.

(3)

NASTASHA

Russia could no longer pay enough money to its leading scientists, so they sold their weapons and weapons technology to the highest bidders.

NASTASHA

NBC weapons flowed into the hands of dictators and terrorists. The military balance of the world crumbled.

NASTASHA

The world has never seen the balance of power shift so quickly and dramatically.

(4)

NASTASHA
According to the military doctrine which is the basis for NATO expansion... a preemptive nuclear strike may be undertaken if there is a sufficient threat of a regional conflict spreading to a large-scale war.

NASTASHA
In the face of all this NATO expansion, Russia might feel the need to flex their nuclear muscles... if only to show NATO that, even with their aging arsenal and diminished army, they are still a major power.

Miscellaneous - special conversation

*If player has called Nastasha a total of 30 times

NASTASHA
As long as the strategy of nuclear deterrence continues, nuclear weapons may be reduced, but they will never be eliminated.

NASTASHA
If you think about it, nuclear reduction does not mean much without elimination as the ultimate goal.

NASTASHA
I used to work in the DIA (Defense Intelligence Agency). I figured the only way to achieve nuclear elimination... was to work from the inside to convince them of the ineffectiveness of the deterrence theory.

SNAKE
Seems like you're pretty focused on that issue.

NASTASHA
... Victims of nuclear radiation are a sad thing to see... and I have seen a lot of it.

NASTASHA
... I have seen more than enough of it...

SNAKE
?

NASTASHA
I was born and raised in Prypiat, Ukraine. I was 10 years old on that day... April 26, 1986.

SNAKE
You don't mean...

NASTASHA
Yes. Chernobyl. That is the day that changed my life and thousands of other lives. I lived just three kilometers north of there.

SNAKE
...

NASTASHA
600,000-700,000 people were evacuated. Over 650,000 children suffered the effects of radiation poisoning. Between 1986 and 1993, 12,000 children died...

NASTASHA
My parents, and many others like them who helped in the cleanup, died a few years later from radiation sickness.

NASTASHA
We must rid this world of all nuclear weapons... before they cause more misery. Before they destroy the delicate environment that keeps us alive.

NASTASHA
I will not allow this pain and anxiety to pass on to yet another generation.

•Master

Battlefield Expertise

Advice for outdoors

(1)

MASTER
Sound travels better in cold environments. If you're going to use a handgun, you should equip a suppressor.

(2)

MASTER
When the temperature falls down to minus 30 or minus 40 degrees celsius, you start to get ice fogs. That's when the moisture in the air freezes. It may look pretty at first, but it'll severely limit your visibility. Be careful.

(3)

MASTER
Kipling, an English poet who also won the Nobel Prize, said that once you go beyond 65 degrees north, you're beyond the reach of divine protection and human law. To survive in such surroundings, you have to be strong enough to not rely on God or anyone else.

(4)

MASTER
In cold like this, over 70% of your body warmth is lost through your head. Put on some kind of hat.

SNAKE
I hate hats. Is a bandanna okay?

MASTER
Well, I guess it's better than nothing...

(5)

MASTER
In an arctic environment, it's important to change your underwear if you're sweating a lot. Dawdle around too much and you'll not only waste your strength, but you could even catch pneumonia. Gaming after a bath should be avoided.

(6)

MASTER

It's easy to dehydrate in sub-zero climates, so make sure to replenish your fluids. But don't ever try to do it by eating snow. You'll freeze your stomach and your body temperature will drop. Always melt the snow and then boil it before you drink it.

(7)

MASTER

No cold foods or cold liquids for you. That stuff causes a temperature imbalance that actually drains your body of energy. A golden rule in arctic environments.

Darkness

(1)

MASTER

Don't suddenly look into the dark. Look slowly from a light area to a darker area.

MASTER

If you do that, your eyes will gradually adjust and you'll be able to see better in the dark. Try not to play in the dark either.

(2)

MASTER

When you're fighting in the dark, you need to use your sense of hearing and smell. Don't trust your eyes, use your ears. Feel the flow of the air with your whole body. That's the way to tell where your enemy is.

(3)

MASTER

People sometimes panic in the dark. Try to stay cool.

(4)

MASTER

When you're wearing Night-Vision Goggles, the light gets amplified a hundred-fold. So if you look at an explosion or a Stun Grenade, you may burn your retinas. If that happens, it'll take a little while until your vision returns.

Soldier dos and don'ts

(1)

MASTER

Snake, you've got to think. Your mind is your most dangerous weapon. If things are getting too complicated, try to simplify your thoughts. You can also try calling Campbell for advice.

(2)

MASTER

Soldiers that have been forged in the fires of battle are used to catching naps whenever and wherever they can. There's a big difference between real soldiers and those kids who have only been trained in VR simulators.

MASTER

After playing for a long time, you should get some rest too.

(3)

MASTER

People's reaction speed is slowest around three o'clock in the morning, and so is their judgment. If you're feeling drowsy, you should get some sleep.

(4)

MASTER

It's also important to be able to control your bodily functions. You never know when a long demo is about to begin, so make sure you're prepared to sit in front of the monitor for a long time if necessary.

(5)

MASTER

It's never a good idea to fight on too full a stomach. It'll make you logy... maybe even sleepy. You should wait 30 minutes after eating before you play.

(6)

MASTER

Where I come from, a soldier who loses his head in combat is called a "target."

(7)

MASTER

Military C-rations place an emphasis on calories. That's why it's best to use them along with some other type of nutritional supplement such as vitamins or minerals.

(8)

MASTER

People who have been through war and survived, develop a kind of sixth sense to warn them of danger. Trust your instincts as a soldier, as a gamer.

(9)

MASTER

In war, a split second can mean the difference between victory and defeat. Don't ever hesitate. The slower you react, the greater the chance that you'll be beaten.

(10)

MASTER

That inner voice that warns you when danger is nearby... you can't learn that in training. You've got to have survived a few firefights... seen a few friends blown away before you learn that trick.

(11)

MASTER

When you're trying to hide, avoid places that look like the enemy might search. Think about how your enemy is going to move and then sneak in there. It doesn't matter how smart you are, just use your head out there.

(12)

MASTER

Snake, divide and conquer. Try to take your enemies on one at a time.

(13)

MASTER

You need to make snap decisions. In war, the difference between living and dying is counted in milliseconds.

(14)

MASTER

The basic law of CQB (Close Quarters Battle) is to take your enemy out as quickly and efficiently as possible while maintaining your own escape route.

(15)

MASTER

Don't use your gun unless you need to. If you can get out of a jam using just your hands and feet, then do it. If you can't, then go for the gun.

(16)

MASTER

Soldiers who lose their heads on the battlefield usually lose their heads on the battlefield. Get my meaning? Always have your next action planned.

(17)

MASTER

Think carefully about your hiding spots. You may find a place where you can hide perfectly, but if you can't get your mission done, it's meaningless.

(18)

MASTER

Always use the most appropriate weapon for the situation. If you use a weapon that's not really doing the job, not only are you wasting ammo, but you're also putting your life in danger.

(19)

MASTER

One way of letting yourself know when to change a magazine is to make the last few rounds of the mag tracers.

(20)

MASTER

Plan your strategy based on the enemies' positions. Try to think like the enemy commander would think. If you can put yourself in the map designer's mind, a lot of doors will open for you.

(21)

MASTER

Once you give up hope, it's all over. That's when you can't do anything right. Despair leads to death, you know.

(22)

MASTER

You've got to believe. If you believe with your whole heart, you will succeed.

(23)

MASTER

Sometimes in combat or when you're near the end of your rope, you can see things that normally aren't there or shouldn't be there. Relax. It's not a bug. It's just the mysteries of the human mind.

(24)

MASTER

Think about something terrible that happened in your life. Everyone has had something bad happen to them. It'll help take your mind off the misery of the battlefield.

(25)

MASTER

A real master of warfare alters his strategy to cope with changes in the battlefield conditions. If you always follow the book, you'll be transparent to your enemy.

(26)

MASTER

War brings out the cruelty of man. No matter how the soldier was brought up, they all turn into animals when they thrust into the heat of combat.

(27)

MASTER

Sometimes, even though you know it's a losing battle, you just have to fight or be damned. A narrow chance is still a chance.

(28)

MASTER

Foresight is important in war. In times of extreme danger, people's latent sixth sense often awakens. When that happens, throw logic to the wind and trust your instincts.

(29)

MASTER

The only way to conquer fear is to stare it straight in the face and laugh at it. Never let fear control you.

(30)

MASTER

Don't feel guilty about the soldiers that died from your bullets. They knew the risks they were taking, just like you.

(31)

MASTER

The weather in Alaska is very hard to predict. It can change on a dime. A lot of people say it's the worst weather in the world.

Sniping

(1)

MASTER

The most important tools you need to be a good sniper are the senses that you were born with. No amount of training can change those. If your senses are dull from the beginning, you'll never be a great sniper.

(2)

MASTER

According to the SWAT manual, the longest a shooter can stay adequately focused on his target is 15 minutes. After 15 minutes, the observer and the shooter change places. Sniping is usually a two man job.

(3)

MASTER

It looks like your target is stationary. If you've had enough practice, it shouldn't be a difficult shot.

(4)

MASTER

The scope of a sniper rifle is extremely powerful. On the other hand, it's got a very narrow field of vision. If you're searching for your enemy's position, it'd be better to use your binoculars.

•Master

Miscellaneous

Obtained a cardboard box

*First time only

MASTER
A cardboard box, huh. Just like Zanzibar.

SNAKE
It saved my skin more than a few times in Outer Heaven too.

MASTER
Getting the maximum use out of ordinary on hand objects is the first principle of survival. It's especially important for covert operations.

SNAKE
I haven't forgotten what you taught me.

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ORY